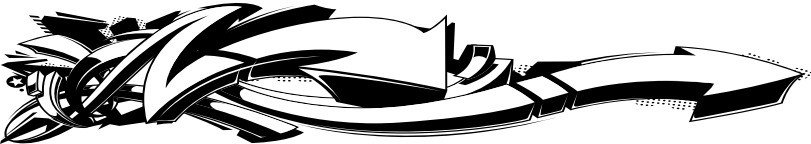


AMP *Year One*



*A Supers RPG by
Eloy Lasanta*

*Art by Maxim Lardinois
and Daniel Oshouki*



Credits

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Special Thanks

AMP: Year One officially marks the sixth game I have created from the ground up. It marks my return to making an RPG for our core audience, a departure from the two years I've spent mostly focusing on kids/family games. It also marks the eighth successful Kickstarter in a row, funded by the amazing fans that have rallied behind Third Eye Games to really make it a powerhouse. I definitely want to thank all those fans first and foremost.

Secondly, my family is amazing! My wife Kristen, my mother Claudette and my kids Julian and Elle make all of this worth it in the end. They're the reason I have the ability to produce the games for my fine fans.

Third, I'd like to thank Jay Peters, Jacob Wood, John D. Kennedy, Jeff Zitomer, Jeremy Southard, Lee Langston, and Dave Silva (yeah, I knew there'd be a couple non-J names in there somewhere) for always being available to bounce ideas off of and for not being afraid to tell me an idea sucked when it did. It made **AMP: Year One**, in my current opinion, the best RPG I've ever made. I love all my RPGs as if they were my children, but this one now has taken the #1 spot in my heart.

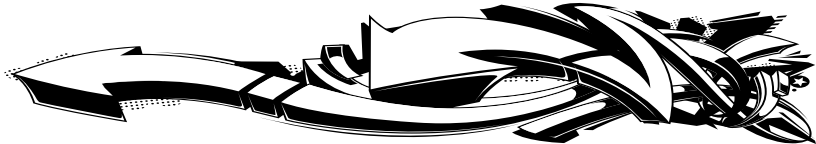
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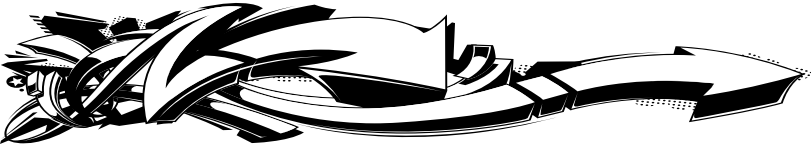


AMP *Year One*

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Introduction

People have always wondered about the next stage in evolution, and everyone clamors to be the one to unlock the secret. Finding the missing link is every scientist's dream and they'd happily step over each other's corpses to be the one to name such a find. Throughout human history there have been plenty of instances where scientists went too far and governments attempted to force such a change at the barrel of a gun. Of course, they always conduct these shadow experiments behind guarded concrete walls.

AMP: Year One is the result of one such hidden experiment that, without the scientists' knowledge, worked almost too well.

The Story of AMPs

Generations ago, the brightest scientists from around the world were gathered together for a lofty experiment - to create the "perfect soldier" strong enough to end war altogether. Many of their first attempts failed, and they worked for years injecting hundreds of test subjects with special serums in hopes of creating their desired effect: people with superhuman powers. The experiments continued for almost a decade with no results, until a miscalculation turned one batch of "volunteers" into rampaging, mutated monsters who destroyed the facilities. A few almost made it to civilization before the combined military forces guarding the experiments put them down. Due to this accident, they disbanded the group of scientists and presumably disposed of the experiments.

In the not-too-distant future, the descendants of the surviving test subjects are waking up with peculiar abilities, some beautiful and others horrifying. People all over the world are displaying amazing traits, but most stay under the radar for fear of what may happen

if the public finds out. It seems some of the gifted individuals went missing immediately after sharing their abilities, so the community at large knows it has a target on its back and this has created a scare unlike any other. If one is lucky enough to have money for protection, then they can avoid being kidnapped or forced to use their abilities to the benefit of those more powerful.

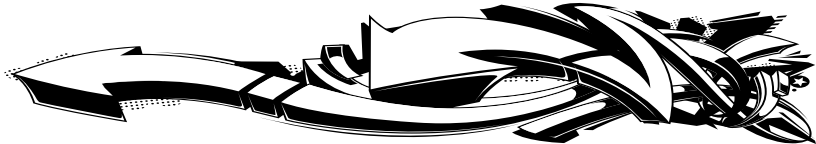
Those with powers are called AMPs, reflecting both the acronym for people who have Accelerated Mutant Potential and their often hyper, excited dispositions. The few scientists who have looked at these individuals' DNA have found traces of the chemical strains used to manipulate their bloodlines' genetic code long ago, meaning these traits were passed down. There is no info on why only this generation is showing these powers, when at least three generations have passed since the experiments, but this information will certainly be discovered as time passes.

Various groups of AMPs have sprung up everywhere; some are like the Changelings who claim AMPs are no longer human and attempt to hide away from Saps (normal people), or like the Seekers of Enlightenment trying to gather AMPs into a group to help self-police those with their particular "condition." Most AMPs, however, simply go it alone or travel in small groups and try their best to keep their identities under wraps. Too bad they have the constant urge to engage in battle with other AMPs built into their DNA.

Mood Summary

AMP: Year One follows the first year of people having powers, focusing a lot on a traditional supers theme: the burdens of being a person who has developed astonishing new abilities. The game is full of amazing powers,





strange enemies and epic battles between the AMPs who have to fight no matter how much they try to resist. The question becomes “what do these powers do to the AMP?” Some change for the worse, their minds and bodies twisted into something almost inhuman, while others become heroes and attempt to protect their friends, family and communities from the likes of those who would do them harm.

There is also an ultimate mystery to the world of **AMP: Year One**. Unraveling their origins and figuring out what the future holds for them is fundamental to the setting. Not to mention the organizations who would want to contain or destroy any kind of threat AMPs might pose. In this way, their fellow man becomes their worst enemy.

Who Are The AMPs?

Players can pick from 54 unique powers to build their very own AMP, which can combine to form some very interesting combinations. Every character is a force to be reckoned with, whether they have animalistic powers, psychic abilities or powerhouse strength and speed. AMPs have one of nine different Strains, indicating what serum altered their DNA and which powers they are more inclined to receive.

- › **Blasters:** AMPs who manipulate energy to perform displays like creating shields, blasting enemies or even bringing energy to life.
- › **Bulks:** AMPs whose bodies have been enhanced beyond human limits, gifting them with powers like superior strength, speed or regenerative abilities.
- › **Elementals:** Masters of the elements that surround everyone, giving them control over Earth, Fire, Air and more.
- › **Ferals:** AMPs whose powers emulate or relate to animals, giving them powers like claws, venom and beast control.

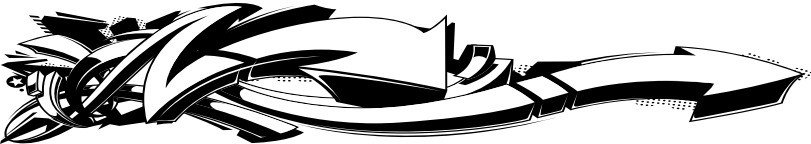
- › **Mindbenders:** Those who develop mental powers such as hyper-intelligence, including powers like direct mind control, emotion control or creating illusions.
- › **Psychs:** AMPs who have developed what most consider traditional psychic powers, such as telepathy, psychometry and astral projection.
- › **Shapers:** Manipulators of the various things one can see and touch in their environment, including powers like transmutation, communing with machines and controlling luck.
- › **Shifters:** AMPs who are now able to twist their bodies to accomplish amazing tasks, including powers like stretching, growing or shapeshifting into other creatures.
- › **Travelers:** Those who use their powers to travel in a number of ways, such as teleporting instantly, creating long-lasting portals or manipulating time itself.

What is a Roleplaying Game?

AMP: Year One is a tabletop roleplaying game (RPG) that follows the lives of people who suddenly find they possess powerful abilities, and the choices they make with them. Contained within this book are all the instructions and ideas for players to craft exciting stories and adventures for their own heroes in this unique setting. Some may have picked up **AMP: Year One** for the amazing artwork in these pages or a love of superheroes, comics and other things super. Whatever the reason for your purchase, we thank you for checking out our game and hope you thoroughly enjoy yourself.

For those unfamiliar, a tabletop RPG is a real chance for a player to take control of a character. Have you ever read a comic book, following along as the protagonist goes in a direction that you may disagree with? What if you could take control of that character and make him or her do whatever you wanted?





Introduction



Would you fight in a different style? Would you look a different way or talk with a unique accent? As a player, you get to directly interact with the story and change its course whenever you see fit. These types of games are played verbally, similar to old radio shows where the imagination runs wild as you listen (with the GM being the one to tell the story while the others engage). It becomes even more fun as the players' characters all interact with each other, too.

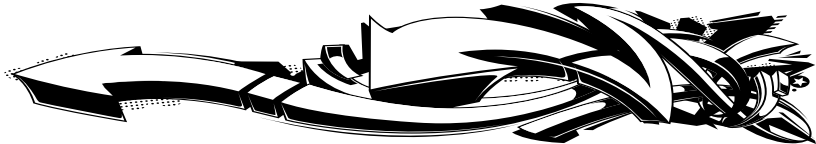
Likewise, tabletop RPGs are very similar to a video game RPG in the mind, but with a lot more flexibility in a non-static world. There is no programming telling you who says what, and talking to a character more than once probably won't get you the same line of text repeatedly.

What You Need to Play

Here's what you need to start playing in a game of **AMP: Year One**:

- › The rules in this book, which guide you through creating and playing a character
- › A copy of the character sheet at the back of this book
- › A pencil and scratch paper, to take notes or to pass messages back and forth
- › At least one twenty-sided die (1d20), but multiples are better for when one runs out of luck
- › A great imagination
- › The willingness to get into character
- › A group of two or more friends ready to have fun





Game Masters

One person in the gaming group is the Game Master (GM), the player that guides the story instead of taking on a character themselves. First off, it's a big job, but it is very satisfying and rewarding in the end. The GM has the opportunity to build a framework of amazing plots, exciting mysteries and challenging adventures for the players. They are the primary storyteller, giving vivid descriptions of the world through which the players take their characters. The GM also takes on the roles of all the people in the world the characters interact with, from the doorman to the hotel concierge to the assassin waiting in their hotel room to kill them.

If disputes arise within the game that your group can't resolve with a simple die roll or by a discussion and group consensus, the GM is the final arbiter of the outcome. While this may seem like a lot of control for one player, roleplaying is more about collective storytelling by the whole gaming group. Many groups take turns with who is the GM, giving everyone the chance to take on this prestigious job. GMs should read the entirety of this book to ensure they have enough information to run the game accordingly.

AMP: Year One is only one setting and the DGS-Combo is only one system. Tabletop roleplaying is a glorious pastime, full of imagination and hours upon hours of fun times. If you like this game, check out other tabletop RPGs and be sure to support the hobby.

Players

The other players in the game have a huge task of their own, even if they don't have the entire world to build from the ground up like the GM – building a complete and deep character. Using the rules in this book, players get to piece together the powers and abilities of their characters, but should also consider their character's specific disposition, personality and background.

During the game, the player is responsible for all their character's actions as they proceed through a scene and for all their words when conversing with people in this awesome world. Roleplaying becomes so much fun as soon as you are playing a role that is great for you.

How to Use this Book

This book has several chapters, each adding its own information to the game's setting and system. This guide may help you navigate the book more simply.

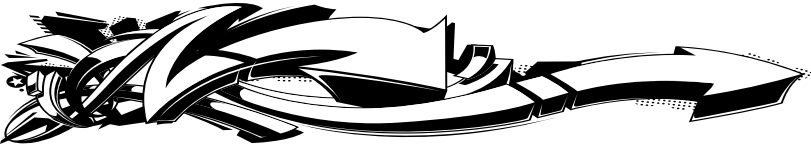
- **Chapter One – Year One:** The setting chapter, giving a taste of the events that occur as the first year of AMPs hits the world.
- **Chapter Two – Forged In Fire:** Full character creation chapter, including Loyalties, Skills and Gifts/Drawbacks.
- **Chapter Three – Strains and Powers:** This chapter explains all of the powers available to an AMP, from storing energy in their body to teleportation.
- **Chapter Four – Superpower Systems:** Wonder how the game works? This chapter covers all the mechanics for simple tasks and even combat.
- **Chapter Five – Put to the Test:** An entire chapter devoted to the enemies the GM gets to pit against the players, as well as plenty of pre-generated AMPs to insert into any story quickly.
- **Chapter Six – Storytelling:** Tips for the GM to tell the best stories possible.

Introduction

Playing the Game

In **AMP: Year One**, the GM and players (you and your friends) get together for an evening of telling stories and having fun. A single evening is called a Session, where the gaming group gets together to play through what are called Adventures. **AMP: Year One** is full of action, lots of opportunities for epic battles, cool





villains and piercing drama as the characters find out what awaits them in their new lives.

Generally, these Sessions take a form similar to a TV series or acts in a movie. A single Adventure may play out over a series of Sessions or even just one. Sessions last as long as the players are all having fun. Just like a TV show, the game isn't just for fighting bad guys. There are times of rest where the characters interact and get to know each other and even others of intense investigation.

AMP: Year One is designed for long-term play. The assumption is that you'll play the characters you make up more than once, continuing along with the story and finding out what else happens to them in this world of danger and conspiracy. Most groups get together once weekly or bi-weekly to play, often switching the role of players and game masters at agreed upon times (usually at the end of an important storyline).

Roleplaying games give the players many options for their character, only limited by their imagination and the constraints of the scene presented by the GM. In any given scene, a character might want to:

- › Listen at a door
- › Intimidate a thug
- › Drive a vehicle
- › Repair an object
- › Resist someone trying to manipulate you
- › Use a computer
- › Break down a door
- › Visit a bar to get drunk
- › Search for a clue
- › Attack an enemy
- › Discover a secret compartment
- › Ask a friend for a favor

This is where the dice come into play. Rolling 1d20 against a Difficulty set by the GM is the difference between accomplishing a task and failing at it.

Rolling the Die

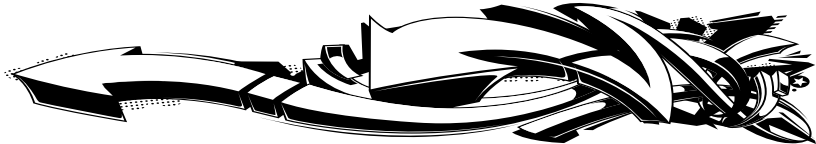
- › **Two-Skill Check:** Most checks are made by taking the value of two different Skills, adding them together and then adding the number rolled on 1d20 to get your total check. For instance, Repairing a computer would require Crafts (to show you are fixing it) and Technology (because of what you are fixing).
- › **Single-Skill Check:** Sometimes only a single Skill affects the outcome. In this case, the player uses the value of their Skill x 1.5 to perform the check. For instance, throwing a straight punch uses the Fighting Skill only. If the character had Fighting 4, they would actually roll 1d20 and add +6 (4 x 1.5).

Your First Game Session

So, you and your friends have read through the book to understand the basic mechanics and themes of **AMP: Year One**. Whoever has chosen (or has been elected) to take the role of the GM has possibly reviewed it an additional time, since they'll be the one to answer questions if/when any come up. You've all agreed on a time and place and who is responsible for bringing the chips and soda. Let the games begin!

For this example, Eloy is the GM and has taken a place at the end of the table where he can see everyone else's faces and can hear them clearly. This is important to make sure the game goes smoothly. Chris is playing Anthem (pg. 203), Kat is playing Chrome (pg. 209) and Elgin is playing Thrasher (pg. 233). Eloy doesn't have a character of his own, because he's the GM, but he may have one handy for the next session when Chris has promised he'll be the GM. For this session, however, Eloy is the world and everything in it that Chris, Kat and Elgin will have fun exploring. When everyone has gotten their small talk and conversations about their week out of the way, they are ready to play and the GM begins the game.





Eloy (GM): You are all unaffiliated with any particular group, but met each other through mutual friends in the AMP community about a month ago. Since then, you've had many outings where the three of you have spent time together, either wasting the day away or getting out there and finding trouble to get into. Tonight, you guys have decided to go to a concert for one of Anthem's favorite rock bands, Choir of Angels.

Chris (Anthem): I even blast them during the whole ride to the venue, so everyone's acquainted with their greatest hits.

Elgin (Thrasher): If it's rock music, then Thrasher totally digs it.

Kat (Chrome): And I'm in the back seat, listening to the music. It's not necessarily Chrome's taste, but she's up for trying new things.

Eloy (GM): It is definitely rock. Kind of an experimental electronic rock mixed with orchestral influences. Good stuff. The interstate is starting to get foggy, so who's driving?

Chris (Anthem): I'm probably driving, since I invited them. But they're chipping in for gas.

Chris gives the other players dirty looks. Everyone laughs.

Eloy (GM): Everyone give me a Perception check, Simple Difficulty. Chris, since Anthem is driving, you get to use Perception + Travel.

Kat and Elgin each roll 1d20 and adds the value of their Perception Skill x1.5, while Chris adds the value of both Anthem's Perception and Travel Skills. They are all attempting to get at least a 10 total for their check.

Elgin (Thrasher): I got a 22! Awesome!

Kat (Chrome): I rolled a 10 on the dot. Phew.

Chris (Anthem): I rolled a 12 on my d20 and got a total of 18, since I have a +6.

Eloy (GM): Good! You all made it.

What that means is that all of you notice the big Mack truck turned over in the middle of the road in time to avoid crashing into it, as well as seeing that there are survivors there. It seems a car has crashed into it already, which is adding smoke to the fog. It's also looking like people are hurt or pinned in the car and it's possible that big ka-booms may be coming.

Kat (Chrome): I leap from the car and run to the crash to see if I can get the people out.

Eloy (GM): When you get there, the doors won't open normally and there is a man and his daughter unconscious inside. Both appear to be breathing though.

Kat (Chrome): Come on and help me, guys! I'll use my Metal power to bend the doors open, while you guys reach in and grab them out.

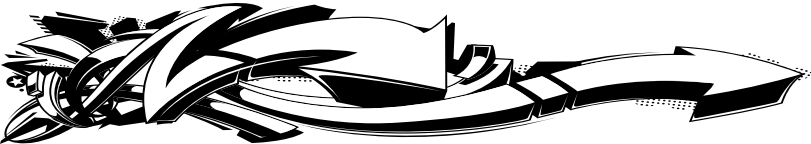
Kat spends 2 Juice by handing Eloy two of her three poker chips, then rolls 1d20 and adds Chrome's Metal and Crafts Skill values to the check. As the metal isn't that thick, Eloy says it's just a Simple Difficulty, so she needs at least a 10 total value.

Kat (Chrome): Yes! I rolled a 15!

Eloy (GM): Nice! Chrome reaches out her arms to align her personal magnetism with the car's and then moves her arms to breach the car and bend parts of it back to create an opening.

Chris (Anthem): I use my Duplication power to make two more of myself, so two of us can grab the man out, and the third can get the girl to safety.





Chris spends 2 Juice, handing Eloy one poker chip per copy Anthem makes, and then must make two Strength checks to pull the people from the wreckage. He gets to make a check using Anthem's normal Strength +3 bonus for the girl and then with a +6 bonus for the man, since two of his duplicates work together.

Chris (Anthem): RE-SULT! On both!

Eloy (GM): All three Anthems leap on top of the car and grab the man and girl out and pull them to safety. The man appears to be banged up and has a few cuts, but is basically fine. The girl, however, is breathing only faintly. She'll need medical attention fast.

Elgin (Thrasher): Since it seems like they have it under control, I'm going to go to the other bystanders and get them to back up away from the scene, hopefully distracting them from the pretty obvious use of powers happening over there.

Elgin doesn't spend any Juice, since that's just for powers, but he still has to make a Persuasion + Deception check. Eloy determines it's a Moderate Difficulty, because the people really want to see the action, so Elgin has to try to get at least a 20 total for his 1d20 + Skill Combo check.

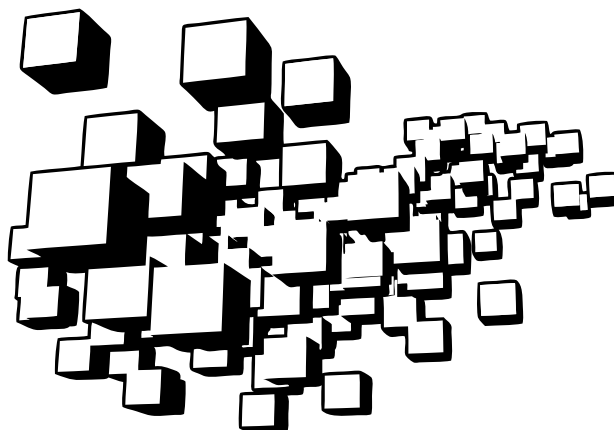
Eloy (GM): After you save the man and girl and ensure someone has called 911, the scene is pretty odd. Going to the truck's front end, you all notice there is no one inside. In the driver's seat is actually a bomb and it's going off in 8, 7, 6...

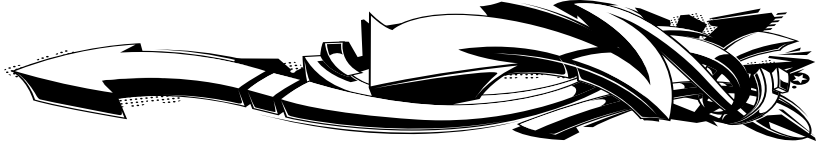
Kat (Chrome): I yell, "Get the hell out of here!" as loud as I can and position myself between the bomb and anyone else that could be hurt by it.

Eloy throws two Juice chips back to Kat, one for the danger she just put herself in and another for being very heroic.

Chris (Anthem): Having Invulnerability is pretty handy.

What happens next is up to the players. They can choose to make sure everyone's ok and then head back to their car and go the concert as planned. They could also decide to scrap their original plans and find out who planted a bomb here. Could it be that someone here at the crash site is important enough to blow up? This is the fun part about roleplaying - there are just so many possibilities!





Chapter One: Year One

Humanity has always wished to be more than it is today, knowing the next stage of evolution is only one crucial choice away. Some pray to be better than they were the day before, while others work hard at perfecting their bodies to be equipped for survival of the fittest. Many pass down lessons to the young for them to become proud and heroic people, while others teach their children to lie, cheat and steal to get what they want. In the end, it has always been human vs. human in a never-ending battle for supremacy.

There are those born with more promise, however. An AMP (short for a person with Accelerated Mutant Potential) has a unique position in this eternal struggle. They enter a dangerous life of their own, where not only other AMPs are out to prove their new superiority, but they must also constantly fear for their future if humanity ever learns of their existence. Sure, these people develop powers outside of what others could ever dream, giving them an edge over humanity in one way. However, for every AMP there are hundreds of thousands of humans, setting up a battle no single AMP could ever survive.

The truth about how AMPs came into being has been up for debate since the first one discovered their powers. Some suspect they were chosen by Heaven to be warriors for righteousness, some believe AMPs are simply the next stage in human evolution, and others spread rumors of government conspiracies surrounding their artificial creation. While the debate carries on to this day, the real answer is forced evolution through scientific means, though only a very small number of people actually know this fact.

The existence of AMPs stayed a well-kept secret for some time, before a momentous

event thrust them into the spotlight and revealed them to the world. That came much later, however, about a year before they began popping up all over the world in vast numbers. For a long time, they simply lived beside regular people, working the same jobs and trying to act like everything was normal. It was inevitable this illusion would be shattered, but no one could have guessed how it would occur.

Origins

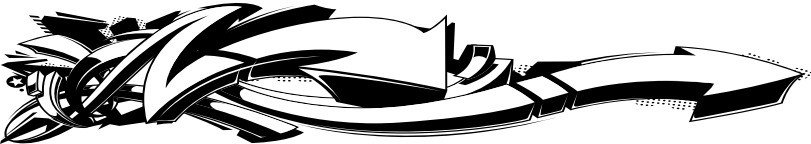
AMPs have a shared origin for their kind, but it was not natural evolution that spurred their creation. Some people wait around for change to happen, but others make their own fate (or rather, they change the fate of others).

Project Black

Throughout the late 1920s, a classified organization put in place by the United League of Nations assembled the greatest scientific minds from all around the world into a tribunal that would one day change history. Representatives from the United States, Russia, Germany, China, Thailand and Columbia made up the bulk of this organization, though many other countries sent one or two scientists to the cooperative as well. Some of these nations, although not connected directly to the United League of Nations, were welcomed for what they could contribute to the research. They gathered on a private island in international waters, where no single country could lay claim to findings their research would produce.

Chapter One: Year One





Sealed Away

Those who know of Project Black often wonder how the scientists were able to keep their composure and patriotism to a minimum during such trying times. Even though much of their experimentation took place parallel to World War II, Project Black was a sealed and highly secretive project. Whether they signed up or were volunteered by their nations to join Project Black, each of them said goodbye to their families without any guarantee they would ever see them again. Their work was too important to let personal matters get in the way, after all.

This tribunal began what was known only as Project Black: the search for a way to create the perfect soldier by scientific means. What the term “perfect soldier” actually meant came under heavy scrutiny in the early years, as the scientists debated what constituted improvement. There were already performance-enhancing drugs available to several militaries that could allow soldiers to fulfill missions in the most efficient manner, but also carried body-damaging side effects. The end goal became to push the idea beyond what a human could do normally and focus on the theorized superhuman potential that everyone carried.

Volumes of meticulously taken minutes were generated during these debates; no idea was thrown out for being too crazy. Everything from weather manipulation and supernatural sight to cell regeneration and mind reading was hypothesized, structured and written out to be tested later. By 1934, the debates came to a halt and the scientists were finally ready to see if their theories yielded any kind of result. With the backing of almost every major nation, there were no animal testing trials. Project Black jumped straight to human trials, eager to impress the world with their findings.

The Experiments

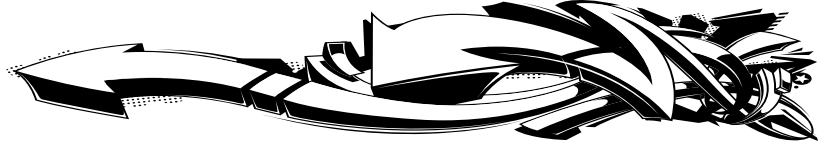
For the span of four years, Project Black brought in and recorded sessions with over six-hundred test subjects. None of them were told what the experiments were about or given any information on what they were being injected with, but each of them volunteered to be used by their country in any way it saw fit. Some of them would live to regret that decision.

After submitting to a series of five injections over the course of a week, each subject was then kept on a controlled diet, given regular shock therapy and observed for up to four months in confinement. During this time, they were exposed to different stimuli (i.e. bombarded with atmospheric and temperature changes, noises or bright lights) in an attempt to prompt responses and hoping to spark their potential power.

The majority of subjects maintained normal vitals and never exhibited any kind of ability enhancement or developed any type of superhuman power. All of the experiments just made them worn and tired. A fraction of them, however, underwent sustained mental trauma causing paranoia, schizophrenia and - in three cases - multiple personality disorder. There were fifty-two test subject deaths recorded, each one involving allergic reactions and seizures upon receiving the fifth dosage of the enhancement serum. These were, of course, subjects given the actual serum. Some subjects, however, were simply dosed with a placebo, making the torture they endured all the worse, as they did not have the possibility of becoming a super-powered being as a reward for their suffering.

Through the years, there were subtle changes made to the serum, adjusted each time in an attempt to maximize the return and create the effect the scientists hoped for, but not one of them succeeded. When the subjects showed no changes, they sent them home quickly, without ever knowing truly what kind of project they were associated with.





Chapter One: Year One

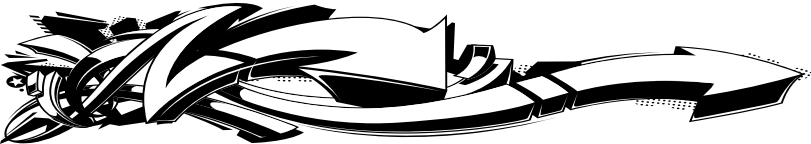
After going back to formula, the scientists came to one conclusion: Project Black was a failure. They spent millions upon millions of their governments' money and wasted the lives of countless brave soldiers who volunteered, with nothing to show for their efforts. That is, nothing to show until a particular doctor, Dr. David Thornton, came up with a brand new formula that shocked his constituents. The minutes for this particular meeting simply state the change was "not far off from the original, but mind-boggling and brilliant."

With one slight alteration to the formula, a new set of test subjects exhibited significant changes. Some displayed enhanced strength and speed, while others could manipulate energy or move objects with their minds. It was beyond what Project Black could have hoped for, and the group fostered more than two-hundred superhuman soldiers over the course of the next year. Most subjects developed a power that helped their responses to

the provided stimuli. For example, an AMP exposed to extreme cold would develop heat powers or the ability to ignore bodily needs manifested if locked away for days without food.

Again, each subject was kept under intense surveillance and their abilities were tested to their limits. In the beginning, everything was ideal, but something became evident throughout prolonged experimentation: the subjects were mutating, sometimes very rapidly. Over half the subjects died about three months after displaying powers, while the others grew cancerous tumors or, in extreme cases, had their limbs melt away. They discovered that the extra component introduced by Dr. Thornton caused all of the serums to become unstable.





The Rampage

Time passed and many of the scientists struggled with their failings, a few even committed suicide after seeing what their experiments did to the volunteers. Some of the scientists quit on that fact alone, one even saying, “We’re done. This is torture, and it has been from the beginning.” These scientists disappeared, never seen or heard from again. The rest carried on vigilantly trying to perfect unique versions of the serum in hopes of stopping mutations before they began. There was no solution in sight, though, as the project came to its end.

April 21, 1940 marked the dissolution of Project Black, and each country refused to admit they were ever a part of such a dastardly experiment. It was a day like any other. The scientists visited with each subject, providing them with their breakfasts and asking their normal series of questions. These included trivia to test their mental faculties, such as “Who is the current president” or “What is your home address,” as well as general queries into their health, such as “What level is your current pain” or “Do you feel different after this round of medication?” However, one subject with noticeable ticks did not answer any of the questions. She went completely feral, suddenly broke through the cell that once caged her, and killed several scientists. Somehow, this outburst was not just an isolated incident, as additional subjects quickly followed in what became a terrible rampage.

There was little the scientists, many of whom were elderly, could do to stop these mutants from destroying the facility. They called the military police to put down the once-human creatures. They came, but not before the rampage leveled Project Black. The majority of the scientists involved were killed at the scene, with a few others injured, while those missing were presumed to have been devoured by one of the mutants in particular who could absorb others’ flesh into its own.

After the mess was disposed of, everyone disavowed being involved with Project Black. The scientists found alive were either hidden away within heavily fortified military complexes or killed so they could never speak of what went on to anyone else. The same happened to most of the soldiers who participated in the cleanup, unless they had high enough clearance to be “exempt” from their governments’ secret-retaining measures.

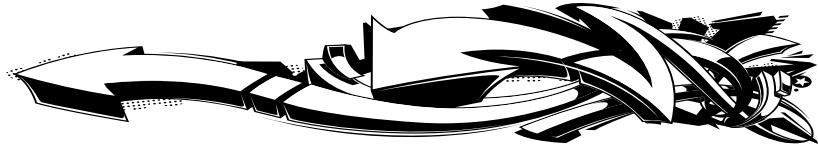
The Suppression

That was the last anyone ever heard of Project Black until seventy-five years later. Many believe it was due to the zealous measures taken by the military to protect themselves from backlash, but the truth is far more complicated. A handful of scientists actually escaped during the rampage that ended Project Black, and they took the lion’s share of their research with them. They each assumed a new identity to avoid detection or assassination attempts from the governments that once held them in such high regard.

These scientists began working together in secret. They had the only complete set of Project Black records, including subject files, but years passed before they could truly do anything with the research without the resources they had become accustomed to. Eventually, with arduous work, the scientists were able to reverse engineer the serum. They began tracking every subject who was ever involved, even those who did not display any visible changes during their initial experiments, and they discovered that those subjects eventually began to show the same mutations of those given the secondary serum.

Spurred by their moral obligation to help those whom they had afflicted with such a dreadful fate, they started a new scientific collective called the Suppression and visited each of these subjects to inject them with a manufactured antidote that stopped mutations. In this way, they were able to save approximately 90% of the subjects before they





mutated and had to be “handled.” Of course, there were those individuals who fell off the grid or died before the group ever met with them, but they made it their life’s goal to see that Project Black was undone.

Despite being cured, however, it seemed the test subjects passed the modifications created by Project Black to their descendants. After observing over a dozen of the subjects’ children also mutate, the scientists knew the task of keeping up with anyone related to the test subjects would be long and difficult, but they had to guarantee the administration of the antidote. They dubbed these new subjects AMPs, short for people with Accelerated Mutant Potential, each one a ticking time bomb waiting to happen.

This tradition continued, with each scientist passing on their duties to the next in line to keep the world safe, until 2015 when the remaining scientists connected to Project Black were found dead. Secrets of the antidote were lost to history and a new generation, with hundreds if not thousands of descendants of the original test subjects, had the potential to mutate as well. There was no telling what would happen without the Suppression’s involvement.. It was the birth of a new world order; one that was indeed a long time coming.

2015 Timeline

The world of AMP: Year One is one of mystery, discovery and danger, but it all had to begin somewhere. It didn’t take long for AMPs to become known by every man, woman and child, but they didn’t start by wanting to make a statement. They began as regular, everyday people. These are but a fraction of the events that occurred in the United States in the all too important year of 2015.

January 2015

The First AMP

January 8

The snows of northern Maine during winter are enough to chill the bone, and it was there in the small town of Crystal with less than three hundred people where they found the first modern AMP. For those who know all the secrets of their creation, she was obviously not truly the first, but she was the first of a generation without minders from the Suppression. Back then she was known as Stacie Winters, the daughter of a rancher, who rode horses day in and day out with her sisters. Her nights were full of family campfires and songs, with no one around for miles to hear them.

The story goes that she was out riding her horse, Jasper, when she heard a voice in her mind... and it was Jasper’s. It would have been a moment of delight, if his words were not warnings that her ranch was under attack. Using powers she didn’t even know she had, Stacie rode Jasper faster than ever before and utilized their connected minds, and the enhanced strength and speed she gave Jasper, to defeat the robbers. No one knows why they held up a farm, as none of the thieves survived.

Stacie dared not tell her family how she knew to return that very moment, but she was determined to find out how she could suddenly talk to not just Jasper, but any animal she encountered. She gathered up all the money she could from her savings and a couple of bake sales and headed to New York to see a doctor who apparently specialized in people who believed they heard voices.

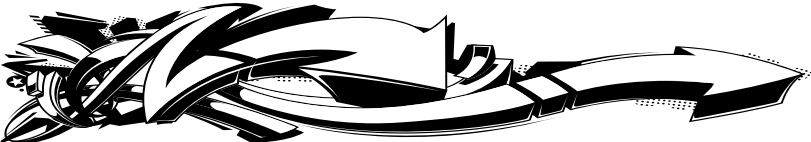
Rise in Mental Illness

January 12

The BMC Psychiatry Medical Journal released an interesting article. For some unexplainable reason, the number of cases of a patient who reported hearing voices increased

Chapter One: Year One





ten-fold. Emergency rooms were bombarded by people saying they could talk to their dogs, their neighbor was trying to tap into their brainwaves or they were meeting strangers in their dreams who scared them. The report stated that many of the patients were otherwise able to maintain their normal lives, but experienced seemingly random schizophrenic episodes.

The article went on to state every subject had a family history that included parents or other blood relatives with similar episodes, so many of these cases were chalked up to hereditary chemical imbalances. Several patients were given a new drug called Clarity, which they claimed helped to curb the negative effects of their disorder almost 80%. The manufacturer sold millions virtually overnight.

Strength of a Champion January 25

The US Weightlifting Competition, held in Aurora, Colorado, yielded record-breaking results. It seemed a young man named Steve Donohue lifted much more weight than any other competitor did in his weight class. He set the new snatch record of 676 lbs and clean and jerk record of 812 lbs, where the previous records were 467 lbs and 579 lbs, respectively.

What made this event inexplicable was that the young man didn't have the build of someone who should have been able to lift that much weight. His life changed overnight as he received numerous endorsement deals with prominent vitamin and underwear companies, as well as the admiration of the sports world.

February 2015

Meet the Doctor February 12

Stacie Winters showed up for her appointment with Dr. Jacob Segal, a notable neurologist and psychologist who had talked with several patients claiming similar episodes of

"talking with animals or plants." Of course, when she proved she could indeed do the incredible by commanding the doctor's bulldog to do summersaults, he was stunned and needed to learn more.

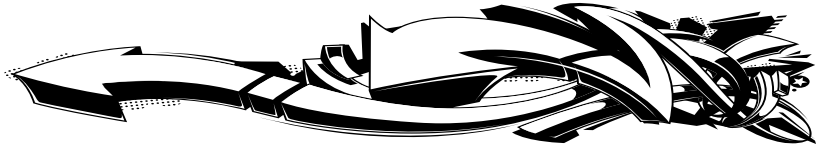
They set up a series of appointments for Jacob to measure her brainwaves and take her vitals to determine physical changes in her body while using her unusual ability. He even helped her to set up accommodations so she didn't have to leave the city between visits. The two of them would spend a lot of time together in their future.

The Incident February 20

While Stacie and Jacob had already had two sessions, each was held after hours to not arouse suspicion from other doctors who might attempt to steal his research. They spent a lot of late nights with Stacie hooked up to machines and diodes, while Jacob read data sheets and smiled at his results. It didn't matter what kind of animal was used for the tests, she could talk to a guinea pig just as easily as to a Chihuahua, though the small dog was pretty hyper. Every time she used her ability to speak with an animal, her body chemistry altered quite a bit, specifically her adrenal system. Brainwaves were off the charts and her body tensed, triggering a reaction akin to the fight or flight instinct.

While they were wrapping up their third session, a custodian walked in to clean up. He and Stacie locked eyes and suddenly attacked each other. She called on the Chihuahua, which grew in size and ferocity as it leapt to attack the man, who created a whirlwind of fire around himself. The two were ready to kill each other, but Dr. Segal was able to sedate the two of them before serious injuries took place. When they awoke, they attempted the same battle, but were so dazed it was not possible to continue. Luckily, Stacie was still hooked up to the machines during the encounter, which yielded amazing readings. Her fight or flight instinct went straight to fight





Chapter One: Year One

the moment she encountered another of her kind, which is what caused the battle to begin in the first place.

It was immediately evident the two were connected and that Stacie was not alone in having a special ability... and in the same city no less. How many countless others could be out there? They had to know how this was occurring and continued their research to discover what caused this strange Law of Attraction between them. Most of all, Jacob wanted to help them understand their powers.

Good Samaritan February 22

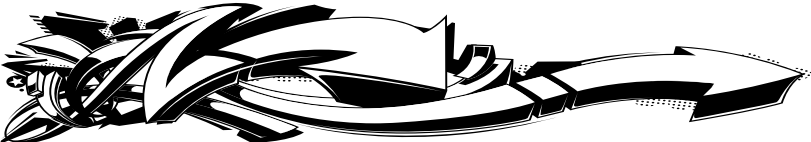
It was a dark night and Milidia Norris was on her way into her apartment building when someone tried to mug her. While her self-defense training kicked in and she was able to beat her attacker in fighting ability, she lost her advantage when he pulled out a gun and

fired it, hitting her in the arm.

She remembered fading in and out of consciousness, but saw a man walk out of the alleyway, pick her up and then they were instantly at the hospital. When she asked who he was, the older, grizzled man simply responded, "Just trying to help, miss." It could have just been her blood loss, but the suddenness of their arrival at the hospital 30 miles away was strange in her mind.

Though he didn't know it at the time, Ms. Norris was a wealthy investor and issued a \$50,000 reward to find this man. She didn't get a chance to thank him while almost dying in his arms, but she wanted to rectify that. Of course, any bounty hunter worth their license went after this guy, who became known as the Samaritan. To date, no one has found him.





March 2015

The Brick Bandit ***March 2***

No less than ten pawn shops reported in March that a juvenile male wearing a black Red Sox jacket came into their shops to pawn seemingly priceless, gem-encrusted jewelry boxes for pennies on the dollar. They also told Chicago Channel 9 News that hours later the jewelry boxes suddenly transformed into bricks with acorns pasted onto the sides. Not a distinctive, gem-encrusted brick, just your everyday brick used to build walls and homes.

Pawn shop owners were warned to carefully train their employees to spot counterfeit items, as this had gone on for weeks, racking up thousands of dollars in revenue losses for these shops.

Meanwhile, the young man behind it all, Jerry Groce, made out with some quick money to flash around town and spend on his friends. He was also smart enough to not try that stunt more than the one time.

What Makes One Special? ***March 19***

Dr. Segal decided to gather more people like Stacie in order to meet other talented individuals. The two of them carpeted the city and reached out to numerous online forums to create a new support group for those with “special abilities.” It started with only a handful of people, most of which had strange talents like being uncommonly good piano players or being good at sports, but the second week yielded a man who could grow another set of arms with piercing claws and a woman who could pass through objects. To retain anonymity, each person created some kind of nickname to use in these meetings. Some simply changed their name to Bob or Sally, but others came up with names akin to street handles or ones that reflected their personality. By week four, they had rooted out all the

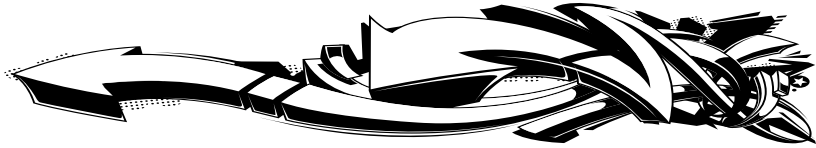
non-powered people and the group had just under forty members meeting every Tuesday and Thursday night.

One might have worried about another incident, but Jacob was cautious enough to keep the water cooler pumped with a light dosage of tranquilizers that seemed to keep everyone calm and non-combative. Everyone who entered received a cup and a confidentiality agreement with his or her consent to the light dosages in very tiny print. It didn't remain a secret for long, but everyone understood the reasoning when Jacob eventually told them. A few members left in anger, but most stayed because here there were people like themselves. Where else were they going to find that?

Through a series of one-on-one meetings and group therapy, it appeared each person exhibiting unusual abilities attained them under diverse, but exact circumstances. Dr. Segal made note of each possible trigger for this phenomenon:

- › **Accidents:** Some find they have powers after having some kind of terrible accident, such as being stuck in a fire, electrocuted, or crashing their cars.
- › **Emotional Trauma:** After witnessing a horrible event that leaves the person emotionally scarred, these abilities can appear. Seeing a loved one die or being the victims of intense torture are just two examples from the support groups.
- › **Extreme Activities:** Any activity that can get a person's heart pumping fast can also activate their powers. This could include a night of rousing sex, parachute jumping or even street racing.
- › **Life-Threatening Situations:** Similar to accidents, external forces can also make a person's powers spring into action. This can include being held at gunpoint or suffocating.
- › **Puberty:** In a small percentage of cases, the person in question was able to access their abilities after their body chemistry





changed due to puberty. The youngest person interviewed in the group was 12 years old.

No matter how the abilities came about, Jacob was able to link these accounts to his earlier readings to conclude powers were without a doubt connected to one's adrenaline levels. There may have been people with powers who lived otherwise boring lives so their abilities have not yet presented themselves. Who was to know the exact number?

Problem Solved ***March 29***

A young girl named Amanda Schenfield was escorted to her principal's office and forced to wait. When the man finally came to tell her why she had been summoned, he brought with him several men in black suits. The principal told her to take out her journal, but she refused to share any of her private thoughts or feelings under any circumstances. However, they really wanted something very important doodled on the cover.

Apparently, while musing in math class, Amanda simply doodled away; not realizing every stroke of her pen was another piece of the Goldbach Conjecture, an unsolvable math problem that has stumped the world's greatest mathematicians for years. On her cover, was undoubtedly the solution with little hearts around many of the prime numbers. She didn't realize no one was able to solve such an easy problem. The find would have gone unnoticed, except her math teacher was a fan of mathematics in general and attempted to solve unsolvable equations in his spare time. Only someone with his eye would have spotted her notebook doodles.

The principal called her parents and told them she had earned full scholarship to whatever college she wanted, even though she was only a sophomore in high school. Amanda left for college in late April and, strangely, cut off all connection with her family shortly after.

Culture of Names

Even though it began as just a way to attend a meeting anonymously, the nickname each AMP was given (or they chose) quickly became a large part of the subculture. Many picked up the sentiment that human names meant nothing and only one's original AMP name truly mattered. Others use it as a way to hide their true identities so as not to put their families and loved ones in danger. Every AMP has a unique outlook on handles, but the truth is... an AMP without one is looked down upon. Some take a long time to finally decide upon a good handle for themselves, but the right fit always comes up eventually.

AMPs are encouraged not to get too boastful with their new name. There is the story of the AMP who called himself Hard Target. It led to several other, more aggressive, AMPs hoping to be the one to take the Hard Target down.

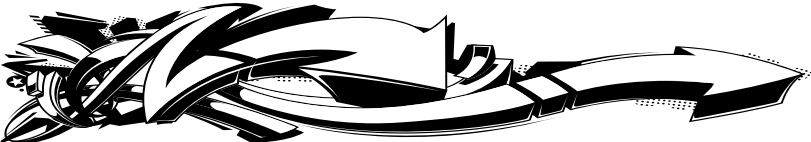
April 2015

Father and Son ***April 1***

As if a cruel joke fate chose to play on Jacob Segal, he received a box and a letter bequeathed to him in his father's will. He had never truly known his father, however, so it was a shock to receive anything. The letter was dated March 14, 2013 and spoke of his father's fears of someone out to assassinate him. Upon his death, the box containing information capable of changing the world was to be brought to the doctor for him to carry out his father's wishes.

Without hesitation, he opened the box that contained patient files from an experiment called Project Black. Jacob's curiosity was peaked as he read reports of mutations





caused by aggressive DNA manipulation generations ago. Everything he had hoped to discover was set out before him, including the personal revelation his father wasn't there for him because he instead personally traveled the globe to search for over two thousand people with accelerated mutant potential whom he had "saved" from a messy death.

Also included was everything he needed to recreate the antidote and carry on his father's work of tracking down AMPs and locking their abilities away. This job would have taken over his entire life, as the people who wanted the information he had were dangerous and would kill him without a moment's regret. To turn his back on Stacie and the support group he had come to really care about, however, directly contradicted the wonderful view he had of the future.

Attack of the Bees ***April 9***

Alice, a small town in southern Texas, was struck with what survivors said were "millions of bees." No one knows where these insects came from, but they flooded the town one sunny afternoon, causing about two thousand deaths and another five hundred injuries and infections. One witness was quoted as saying:

"There wasn't any getting away from them. We locked our doors and closed our windows, but they crawled in through keyholes and cracks. It's like they were out for blood or something. Like they were after us, specifically!"

The attack lasted almost three hours before the Texas sun became too much for the bees to handle. They all collapsed simultaneously under the heat. Specialists came in to examine the fallout, perform autopsies and figure out if there were any outside influences that caused this sudden attack. Sadly, their results were inconclusive.

The Incredible Magnet Boy ***April 21***

The Weekly World Gazette reported on a small kindergartener who suddenly became magnetized during morning reading time. Everything metallic in the room including pencils, other students' chairs and desks and other random items flew through the room, attacking the boy and anyone else in the way as well.

Of course, most ignored this story as just another funny tabloid report, but in actuality, the boy sustained numerous injuries requiring weeks of recovery. Shortly after, he was placed in foster care, as it was discovered that he was also the victim of abuse that very same day.

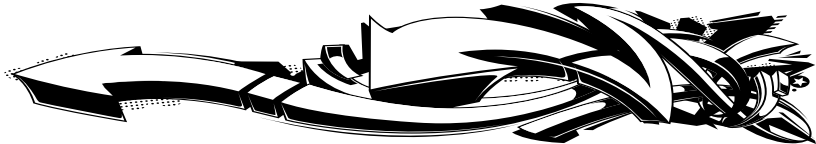
May 2015

Seekers of Enlightenment ***May 3***

Knowing the Suppression had seen its last days, it didn't take long before Dr. Jacob Segal had filed all the appropriate paperwork to petition the US government for funding to back a new research experiment called Project Light. Fitting the gravity of the matter, he received an expedited meeting to present his objectives and hypotheses to government officials. Before a board of members of the Department of Defense, Health and Human Services and the Office of Science, Jacob presented a fraction of what he actually knew, using a mixture of his and his father's findings. He proved, without a doubt, a new way to catalog DNA and how it could be manipulated to enhance humans. This met with some resistance until he brought in Stacie Winters, who posed as his first test subject, showing her ability to control animals to the board who unanimously decided to fund the project.

There were conditions to the funding, however. First, no one was to find out of US involvement in the research. Second, only trusted attendees could be included in the





project, and only after stringent criminal and personal background checks. Third, research data was to be turned in on a monthly basis, with detailed info on any findings. The doctor agreed to these conditions on paper, but his intentions were much grander.

From that day, he took his once small support group and turned it into something greater. With Stacie by his side, he founded the Seekers of Enlightenment, using his father's research on the descendants of Project Black to seek out prospective AMPs, meet with them, find out their situations, and then give them a choice: keep their powers or give them up for a normal life. The members of the support group became special agents within this new organization who traveled all over the world to present this choice to any AMPs they found.

Everyone involved took on code names, parallel to those used in the group. Even Jacob became known as Doctor Luminous, named for the project he founded. Stacie took the name Critter and became an example to every AMP the Seekers encountered. She was singlehandedly responsible for recruiting many of their first members.

One of Us, One of Them

The Seekers of Enlightenment made it a point to invite anyone interested in researching AMPs into its organization, of course under strict confidentiality clauses. In fact, as a way to display the equality of the group, teams of two, one human and one AMP, were commonly sent on trips to visit and evaluate potential AMPs. They followed this rule unless the AMP they were to meet was thought to be hostile or possibly unstable, at which point additional support was granted to ensure everyone's safety.

The Blog Sequence

May 19

The Internet group known as Anonymous made an interesting discovery while analyzing several blogs with topics related to time travel, evolution, and the apocalypse. By referencing upwards of fifty different blogs and comparing the wording of each, they were able to decipher a coded message stretching across them, stating the following:

"The end of your rule is at hand. The rise of a new race is upon you. Fear the AMP or die in peril."

While this message was scattered to every news organization, most ignored the rantings of Internet users known for hacking private networks and spreading falsehoods. The others made sure to use it as evidence of Anonymous attempting to spread panic and disorder, further condemning the group.

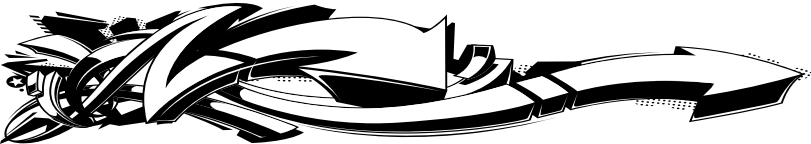
Playing with Fire

May 20

A street performer in Los Angeles named Bryan Hickok, aka Loco Diablo, reportedly caused quite the ruckus. He was allegedly performing his usual slight-of-hand techniques, jokes and acrobatic routines, but to no avail. The crowd was resistant to his charm and heckled and booed him, leading to him losing his temper.

The next minute was fraught with screams as several people suffered instant 3rd degree burns, some witnesses claiming it was due to Bryan, that it was almost as if he had a flame-thrower in his jacket. Witnesses reported him fleeing the scene without injury to himself. The police continue to investigate.





June 2015

Ravings of a Preacher **June 5**

Minister Joseph Albers of the Family of Grace Church in San Antonio, Texas led a rousing service damning the US government for not responding to the bee incident in Alice fast enough and denying those families money for their losses. He also preached that the attack was an obvious sign of the End Times and God was sending a message to the great state of Texas to root out its sinners or he would do it instead.

Hours after this momentous sermon televised on several local stations, he was found dead in his office. The autopsy found a single bee sting on his neck. Conspiracy theories surrounded the event, some stating it was proof of the preacher's words in action and he was just the latest victim. Others, however, began to question where the bees were coming from. Were they seemingly gaining the ability to seek out specific targets?

While this story made headlines in San Antonio, it was quickly glossed over for the countrywide audience, in favor of a celebrity wedding happening around the same time. Still, rumors continued to grow about the bee population, previously thought to be in decline, coming back with a vengeance.

The Nine Strains **June 9**

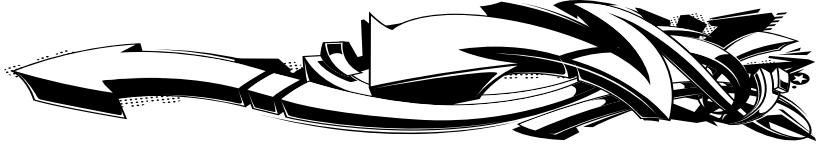
Cross-referencing his father's notes with his own research data, Dr. Segal was able to come to a new conclusion: the manifestation of powers was not a random event. By tracing the bloodline and referencing which type of serum each of the original test subjects were given during Project Black (sometimes in combination), there were only nine base serums that yielded any results whatsoever. Using this new data, the Seekers were able to conclusively predict what type of power a certain AMP

may develop with about 90% accuracy.

Each of the nine serums yielded different power classifications and similar side-effects in a small number of those tested, though some AMPs' powers crossed over into effects from other serums due to initial mixing and experimentation with the original formulas. The nine Strains of the serum, as they became known, were:

- › **Strain 0230X (Blasters):** AMPs able to manipulate energy became affectionately known as Blasters. This includes the ability to fire a bolt of energy across the room, create objects from pure energy, surround oneself in energy, store up or drain energy and enhance other powers. Blasters make up approximately 20% of total AMPs.
- › **Strain 194PD (Bulks):** Also known as Meats, these AMPs are actually the preferred results of Project Black. They are superhumans capable of enhanced strength, reflexes or speed, physiology control, cellular regeneration, and immunity to certain attacks. Bulks make up approximately 22% of total AMPs.
- › **Strain 2000W (Elementals):** The rarest of classifications, these AMPs can manipulate the elements of the world. To date, fine control of fire, earth, water, plants, metal and air have been cataloged, but Doctor Luminous believes there are likely more. Elementals make up approximately 4% of total AMPs.
- › **Strain NR382 (Ferals):** Usually gruff and always slightly animalistic, AMPs from the Feral Strain have had their DNA spliced with that of an animal. Because of this, they could grow deadly claws, gain a hunter's instinct, control animals with their mind, affect pheromones, manipulate poisons or take on animalistic features (i.e. wings, multiple arms, etc.). Ferals make up approximately 12% of total AMPs.
- › **Serum 4G332 (Mindbenders):** Classified as Mindbenders, but also known as Headcases, these AMPs possess aggressive





Conspiracy #1: The Underbelly of Enlightenment

Various sections of the Suppression's records were redacted and incomplete. What video there was remained crude and almost unwatchable. Written records were in a variety of languages, some decipherable and others not so much. Many of the audio recordings were damaged and unplayable; while others gave only partial evidence the experiments of Project Black were successful.

In short, Doctor Luminous had to make up a lot of ground. The shoddy record keeping made filling in the blanks difficult; but what else was to be expected when shoving whatever data the scientists could find in a box and going into hiding at the risk of being assassinated. The good doctor was able to draw a lot of information from the work previously done, but months of re-creation, taking samples and performing brand new tests are how he came to his conclusions shared with the AMP community.

There was, however, one piece of data he held back from everyone. The serum that caused mutations and the ensuing rampage that destroyed Project Black came because of the mixing of one subject's blood with another. Tests on subjects already show an AMP's reproductive system to be just as hyperactive as their adrenal system, which meant their biology was urging them to reproduce, but this genetic info cast a shadow over the idea of two AMPs having a child. Their offspring would have a high probability of being born a mutant or would most likely become an AMP with a high probability of mutating much earlier in their lifecycle than others.

Dr. David Thornton, the scientist responsible for this breakthrough so long ago, was also the first test subject... and Jacob's great, great grandfather. This meant Doctor Luminous may have been an AMP as well, though none of the tests he'd given to himself proved this. Was it coincidence Doctor Luminous ended up with this burden? Why did AMPs seem almost drawn to him in a strange way? No one knows yet, but the possibilities are enough to keep him up most nights.

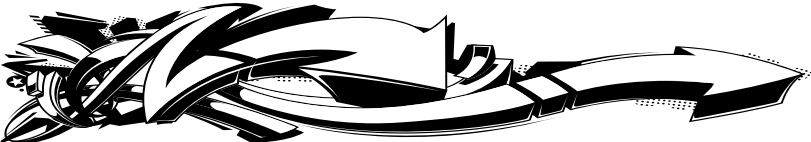
mental powers. These include mind and emotion control, memory manipulation, heightened intelligence, creation of illusions and telepathy. Mindbenders make up approximately 7% of total AMPs.

- **Serum T5RRB (Psychs):** AMPs with more passive mental powers are called Psychs. Their abilities include astral projection, prophetic visions of the past and future, dream viewing, heightened awareness and, most strangely, the ability to speak with the dead. Psychs make up roughly 10% of total AMPs.
- **Serum 6RBQQ (Shapers):** Flexible in their type and use of powers, Shapers are those known to manipulate things outside of themselves. These AMPs develop control over tangible things like disease, shadows,

and machines, as well as further foci like probability. They can also touch a person to heal them or an object to change its shape. Doctor Luminous believes in an infinite number of possibilities for this type of AMP. Shapers make up approximately 11% of total AMPs.

- **Serum 07F97 (Shifters):** The opposite of Shapers, Shifters manipulate their own body. This includes changing their size, shapeshifting to mimic other people's forms, altering their mass to phase through objects, changing light refraction to become invisible, stretching their form or even creating clones of themselves. Shifters make up approximately 9% of total AMPs.





- › **Serum 81110 (Travelers):** Almost as rare as Elementals, Travelers have powers that affect their ability to travel. These include the power to fly, teleport, create portals, move things with their mind and the elusive power to alter time itself. This serum also accesses the ability to create force fields, which was originally thought to be a Shaper ability before these AMPs exhibited the same side effects as other Travelers. Travelers make up approximately 5% of total AMPs.

Clarity OTC **June 19**

The drug known as Clarity, which became popular earlier in the year, hit the market in a big way; now approved for over-the-counter use for the majority of Americans. While it was primarily an anti-psychotic, it also showed its effectiveness in fighting migraines with minimal side effects... to normal people, that is.

AMPs who ingested this drug found themselves weaker in both mind and body, as if it drained them of their power. Each had difficulty activating their abilities for periods of time. The Seekers of Enlightenment obtained samples of Clarity and the tests were astounding. It seemed this new drug had a similar chemical makeup as the antidote used by the Suppression, though it was missing a few key ingredients to make its effects permanent. Further testing showed prolonged exposure to even low doses could have the same effect as the Antidote, though there was little to be done in the face of overwhelming public demand from the product.

The Seekers turned this revelation into a somewhat positive opportunity. Accessing medical records for those who had prescription Clarity, before it was Clarity OTC, gave them a few more leads to finding new AMPs who may have simply suppressed their powers too much. It was time they were shown the truth.

July 2015

Feral Girl **July 13**

In Florida's Ocala National Forest, authorities took a young girl into custody after the murder and cannibalism of an entire family, whose names were kept hidden by investigators. The girl, identified as missing child Rebecca Massey, was thought to have lived in the forest for approximately three years, subsisting on the local flora and fauna. Officer Bill Taylor stated the girl said very little, except that she was "still so hungry."

Her parents were contacted and subsequently arrested for child abandonment. Their official statement was that they feared for their own lives with her around. She had already eaten her dog and several of the neighborhood cats. They assumed it was only a matter of time before she attacked them or someone else, so they felt their only option was leaving her in the forest.

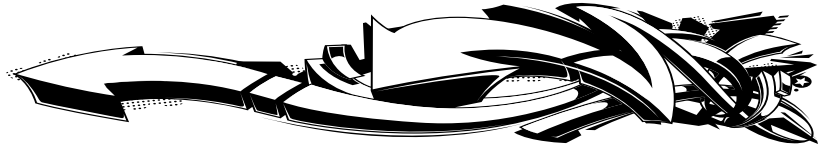
After rehabilitation and counseling from noted psychologist Dr. Jacob Segal, Rebecca recovered fully from her feral mindset and was taken in by caring foster parents. Assimilation back into normal society went swimmingly and she was very happy.

The Bees in Question **July 24**

Jacob was able to get his hands on a handful of bee remains from the attack on Alice, Texas in April. He performed his own tests, but was unable to find anything abnormal about these bees, so he kept them preserved for later testing when more information became available.

However, he later met a young man named Nick Czernek who had discovered the ability to bring dead things back to life, a rare power the Doctor had not encountered before. He asked him to bring the bees back to life, a strange request, but it made sense after





Stacie came back from visiting her old home on the ranch.

Using her ability to speak with animals, Critter was able to ask the bees what drove them to their homicidal attacks. The information was startling, as it appeared another AMP with a power comparable to hers was responsible for the attack. The bees didn't want to do it and were saddened by the loss of so many of their brothers and sisters. She expressed appreciation for their information and set them free, but they decided to stick by her to protect her just in case.

It became clear not everyone was as altruistic as the Seekers of Enlightenment. Doctor Luminous made the decision: certain individuals who perhaps didn't pass the required psych evaluations may need to be stripped of their powers for their own good. While this was not an easy call to make, the rest of the group reluctantly agreed and modified their procedures accordingly.

Coma Girl ***July 31***

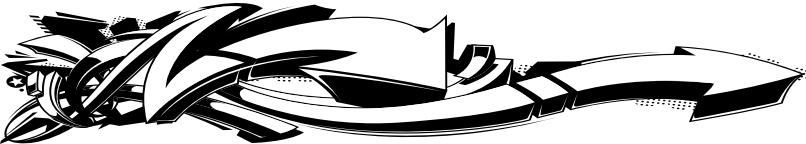
Authorities questioned a young man for hours in connection with his girlfriend, who fell into a coma suddenly. After further investigation, The doctors determined that she suffered from malnutrition for at least three weeks prior to collapsing, and diagnosed her coma as a consequence of anorexia.

Reports from classmates say the girl, Hilary Searcy, was very healthy, an athlete and part of the student council. The boy, Jeff Zitomer, had been connected to several petty thefts and a domestic battery from earlier in the year; though he claimed it was from arguments with his stepdad.

Jeff ran away from home and was not heard from again by any of his immediate family. Few ever missed him, sadly, but this was not the last people would hear from this 17-year old.

Chapter One: Year One





Conspiracy #2: The Choice

When the Seekers of Enlightenment offer AMPs a choice, what is it they are choosing? An AMP is given the choice between two injections, one that takes away abilities after about a day and a second that boosts their immune system to fight off possible mutations involved with the process of developing powers. Both are harmless, but unbeknownst to anyone except those in Doctor Luminous' trusted circle, it may not be exactly as advertised.

The blue vial offers a chance at a normal life. It stops the aggressive DNA realignment caused by becoming an AMP and returns the person to being just a normal human. The injections need to be administered quickly, as they become almost useless if performed too long after the first sign of powers. The red vial, however, is given as a courtesy. The AMP who has chosen to accept their new way of life is warned of the possible mutations that are all but inevitable, and this shot is important to stave off these terrible side effects.

Both serums, however, are mixed with radioactive iodine to track the position of any AMPs the Seekers have contacted, as well as a fertility reducer making it almost impossible to reproduce. The red serum has a half-life of about six months, so regular visits are suggested. It is the hope that Doctor Luminous will soon be able to solve the mutation and remove the need to keep AMPs from reproducing.

August 2015

Giants Among Us August 12

Scientists reported finding a human footprint in the middle of a cornfield in Fairfield, Iowa. This footprint, however, was about the size of a truck, leading many to believe it was an elaborate hoax, similar to crop circles. What makes this instance stand out is the heavily damaged road along the field, suggesting that whoever (or whatever) made the print was traveling along the road for at least five miles before the trail ended.

The tiny town of Fairfield, with a population less than ten thousand, suddenly found itself flooded with UFO hunters and alien aficionados, making it second only to Roswell for those seeking answers from the stars. The town welcomed the tourism with open arms, and began the process of rebranding Fairfield as UFO-Central.

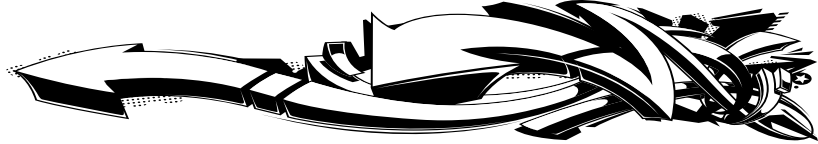
Crime Wave August 19

Few people know when it started exactly, but statistics on crime raised universally all over the US and reached its peak in August 2015. At first, it was increased gang violence in inner cities, with gangs growing larger and spilling more blood than ever. The safety of the average family was constantly in peril in areas with high gang activity. This crime wave spread to organized crime, with notorious "families" taking more of a cut, bribing more political and government officials and filling the streets with bullets and bloodshed.

Numerous police officers became physically and emotionally exhausted during this time, as they were frequently overworked and understaffed. Many major cities like Boston and San Diego witnessed police strikes lasting weeks, demanding better protection and benefits for those who served the people.

Dr. Segal later discovered one of his for-





mer students was the reason behind this shift in crime. Rhiannon Carneski, an AMP with the ability to control both memories and emotions, contacted many of the most influential people in the lawless world and implanted in them a loyalty to only her. Several of her accomplices confirmed this frightening fact. They referred to her only as the Matriarch. She used her influence to take charge of 40% of major and minor crime organizations in the country, each of them performing what she called “organized chaos.” She sent her followers to fight other gangs and sometimes pit her own agents against each other, but she rarely took a direct hand in the events. Instead, she had her own group of trusted comrades called Typhoon, who helped her to build her empire.

Members of Typhoon went undercover into other organizations to implant their rare form of control, through either powers or pure money, each one owing no real allegiance to the group they were infiltrating. Some members even had their minds erased, becoming sleeper agents for later activation when the Matriarch deemed it fitting.

The Matriarch’s whereabouts remain unknown and the police are spread too thin to follow every lead. So many criminals spoke about her as an almost bogeyman-like entity, making many disbelieve such a person even exists.

Rise in Body Modifications ***August 27***

CNN reported a rise in body modification as a form of expression in young people. Apparently, there was a stark rise in this trend around the end of 2014. Tattoo parlors became much more frequent as their business went up about 60% from the previous year with no signs of stopping. The number of average people with a piercing of some kind went up almost 32% and even receiving sub-dermal implants went up about 15%. Regardless of the numbers, many were still looked down upon for standing out in the “civil” society the US believed itself to be.

The program went on to question people of all ages about their feelings on the topic, which revealed on film the first AMPs utilizing body modifications as excuses for more physically visual powers. However, only other AMPs could really tell. Young AMPs were going out of their way to make body modification seem cool to further hide among the crowd.

September 2015

What The World Needs ***September 1***

Respected and quite wealthy philanthropist Nikhil Daniel Majumdar was awarded the Nobel Peace Prize. This came years after his hard work in the Philippines, Japan and many other countries helping with relief efforts. When interviewed by the news, Nikhil was quoted as stating:

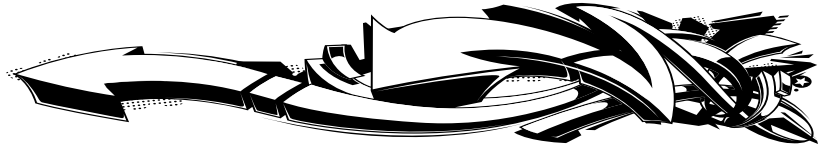
“My wealth was going to waste until a few years ago. I made the difficult choice to join the Peace Corps and found that we all can communicate on the wavelength of love for one another.”

Secretly, of course, his trips abroad brought with them another beneficial side effect. Every time he heard someone speak in a foreign tongue, no matter the dialect or accent used, he found he could instantly understand everything the person said. The thrill of finding new languages is the real reason Nikhil continued his travels, but he also couldn’t just sit there and do nothing to aid the people in their troubled times.

Chapter One: Year One







The Battle of Reno September 3

September spelled the first outright battle between AMPs witnessed by normal people. It all began with a group associated with Typhoon operating out of Reno, Nevada, who were running much of the drug trade there and making a lot of money due to the Matriarch's influence. Representatives from the Seekers of Enlightenment were looking for a member of Typhoon linked to one of their files to offer her the choice. When the two groups came together, the Typhoon members, not well versed in holding back their urges, instantly felt other AMPs invading their territory and launched an offensive.

Both groups unleashed everything they had at their disposal. One AMP created towers of ice in the streets, another summoned spirits to attack the Seekers. One Seeker retaliated by throwing cars and another teleported from place to place launching sneak attacks. The entire display started and ended within minutes, but left devastation on the city totaling more than two million dollars in damage.

The most damaging things, however, were videos of the battle taken on the cellphones of several onlookers, who uploaded them to streaming services that reached all over the world. Some of the most frequent comments on the videos were things like "great FX, bro" and "I could do a better job using my Mac", despite their authenticity, but the genie was out of the bottle now.

This information leaked far and wide, until suddenly removed from streaming services by judicial mandates. Many conspiracy theorists began writing about how the government was keeping secrets. The aftermath of these events would shape what was to come.

Government Objections September 9

The Battle of Reno caused a rift between Dr. Segal and his backers. It became quite evident many secrets were being kept from the US government, including the number of test

subjects, their locations and the level of power they actually held. Of course, Doctor Luminous protested and explained the anomalies between his work and the reality to his best ability, but the officials were not convinced.

While holding a meeting to officially reprimand Jacob, Special Ops was sent into his labs to confiscate his equipment and records by the order of William Trommelen, as they were property of the US government. While many of the attendants protested, no one raised a hand (or power) against the soldiers. It seemed Doctor Luminous had already prepared for such a moment and hid 90% of the actual records away for safekeeping. The research data the government seized was both incomplete and short on details.

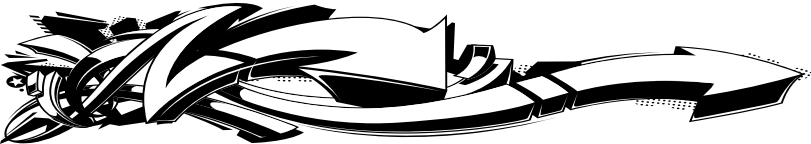
Doctor Luminous and many of his closest aides were held in a government facility for days and underwent Interrogation (sometimes enhanced). It took a week before AMPs from the Seekers of Enlightenment broke them out, using abilities like teleportation and portals to make it seem like they simply disappeared.

From that day on, the Seekers were on the run. Jacob reflected on what his father wrote about the end of the Suppression and how knowledge of AMPs would lead to many more deaths, but he was determined not to let this occur. The movement went underground, setting up separate labs and meeting places throughout New York so they were constantly moving; hoping they wouldn't be found. Many Seekers truly believed in the work they were doing and continued to do it, but they needed funding.

With their membership cut virtually in half and developing an intense need to eat, Stacie and Jacob began reaching out to private investors who had an interest in their research. Several philanthropists were first to jump on this, as Doctor Luminous disguised his research as experimentation with new medicines. Of course, pharmaceutical companies soon began backing the Seekers of Enlightenment as well, all of which actually culminated in better accommodations than what

Chapter One: Year One





they had under government funding. They could also fund more trips outside of the US without looking suspicious, though increased precautions were necessary to stay under the government's radar.

The First Mutant September 21

Even while still rebuilding, the Seekers could not ignore a call from an AMP developing mutations related to his powers. It had been a while since anyone had heard from Steve Donohue, the record-breaking weightlifter. When the Seekers went to his lavish home, obviously paid for by celebrity endorsements he had done, they found a much different person.

Not only had Steve's muscles developed to make him stronger, but over time they grew larger than what his structure could possibly sustain. He was now a recluse, staying inside his Oklahoma City home as not to show his face to the public, but also because it was almost impossible for him to move normally. Even walking was very difficult, which made his life incredibly hard. As he was still young, his father took the responsibility of living there and caring for his daily needs.

After drawing blood and tissue samples, the Seekers of Enlightenment concluded that Steve's lifespan had almost reached its limit. His cells were replicating at a rate impossible to stop. Even providing the antidote at this stage would only buy him another few weeks' extension, but couldn't end his suffering entirely. With his permission, the Seekers set up a mini-lab in his mansion to monitor and hopefully garner some useful information on mutants for the future, in case this ever happened to others - which at this point was a likely possibility.

Steve Donohue died only days later as his muscles grew large enough to close off his air passages and crush many of his bones. One week later, his will was read. He left his father enough to keep him comfortable, but everything else went to the Seekers of Enlighten-

ment—including his mansion, which he asked to be turned into a home to help other AMPs who may need help with their powers.

Doctor Luminous, who went on to open the Donohue School for the Gifted in his honor, accepted this wholly generous act. The mansion would serve as a sufficient home base from which to operate their other facilities.

October 2015

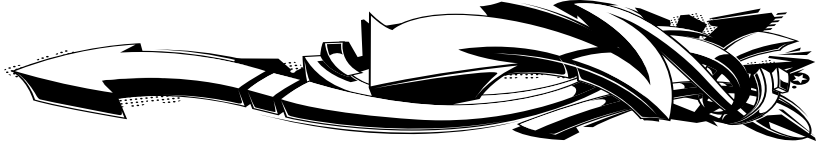
Copycat Murders October 11

On July 12, 2015, serial killer named Eric Kervina was finally caught in Phoenix, Arizona after a string of eleven murders. Dubbed the Hanger due to the way he left his terribly mutilated victims hung by the neck, usually from a vaulted ceiling, the man displayed no remorse for his actions and was quickly convicted and imprisoned for seven consecutive life sentences. After unruly behavior and the stabbing of two other inmates within his first week, Eric was moved to solitary confinement.

However, on October 11, 2015, Phoenix police had arrested and convicted six other copycat killers. Each of them killed only one victim before being caught and each of them left their victim in a way that matched the Hanger's MO. During questioning, not one of them remembered committing the actual crime. There was no way for him to communicate with the outside world, though, being stuck in a cell virtually 24/7. The Hanger actually seemed to be more docile in solitary confinement, usually found either sleeping or in meditation most days.

The entire city was put on a state of alert, many believing Eric Kervina was either not the real killer or had followers doing his work for him. Some protesters raised a scene outside the prison demanding his release, but he actually made a statement asking them to disperse, seeming happy just where he was.





Conspiracy #3: The Chamber

As soon as Dr. Segal contacted them, the government officials were already working against the Seekers of Enlightenment. It seems work on Project Black continued even after the failed past experiments, but in a different vein... retaliation. They had seen the results of tampering with genetics and used the confiscated data to create ways to combat it. Led by scientist Captain William Trommelen, the government constructed a secret underground jail that was completed in 2012 and laid dormant until the events at the Battle of Reno. It had become obvious the threat was back and needed to be dealt with.

The government sent several covert teams of agents to hack into the Seekers of Enlightenment's records and recover files on their test subjects, many of whom suddenly went missing days later. Each of them was brought to the facility, dubbed the Chamber, which somehow was capable of blocking AMP abilities from working. No teleporting worked and even an AMP with super strength found their muscles drained as soon as they touched the walls. No one knows exactly how they were able to block powers, but the implications are frightening.

Captain Trommelen's Senior Intelligence Officer, Andrew G. Harter, laid the ground work for development on new technology to contain and possibly control this new breed of human, this abomination of nature. Of course, they would have to do terrible things for the greater good. Unlike experiments done by Doctor Luminous, those subjected to the Chamber were kept waiting for long periods with little to no food before being dissected or tortured in order to gain some insight into their abilities.

The fruits of their labor showed great results, as they tracked and captured AMP after AMP to fill their cages. Of course, any acquisitions they made were completely by luck, as they lacked the knowledge found by the Seekers on how to predict who had the potential for power, or the formula for the antidote.

Rise and Fall October 14

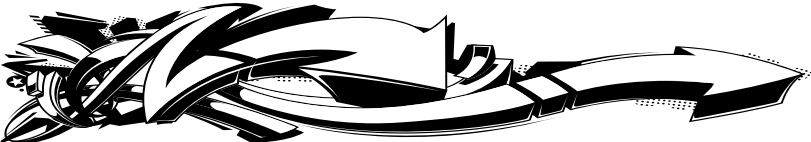
Drawing statistics for the number of known AMPs in the US became increasingly easy for the Seekers of Enlightenment. Their population had already grown almost 600% from their April numbers and was still rising. It became too much for the Seekers to actually keep logging or track down with their small numbers. They still continued with their primary mission statement of finding people with abilities and offering them education and a choice of whether they wanted to keep their powers, but their focus became much more about keeping the AMPs they knew of safe rather than finding new ones. This was especially true after their run-in with Typhoon and the growing knowl-

edge that not all AMPs were going to work hard to become paragons of their kind. Instead, some of them were glad to use their powers for personal gain and frivolity.

More and more instances of AMPs getting caught on video or attacks on AMPs by humans became more prominent. Though the general public still disregarded the rumors of people with abilities as special effects or tricks, there were still others who were meeting real AMPs and not all of them were happy about this fact.

This decision for the Seekers of Enlightenment to realign focus brought up another revelation for Doctor Luminous... key members of their community had gone missing. Checking their records showed that the girl found in the forest in July and the boy who had become





magnetized in April were both nowhere to be found, their families having also disappeared. Approximately fifty other known AMPs had also gone missing, making the Seekers worry about the future of the AMP species. If the trend continued and people really found out about AMPs, who knows what would happen?

Halloween Fun October 31

Halloween is a day when people dress up as whatever they want to be, like a witch or a pirate. Several of the AMPs, however, wanted to be heroes and villains, which led to over thirty reported battles between AMPs. No one knew whom they were fighting and no one was ever brought in for questioning, but several AMPs and bystanders were injured that night. Those AMPs who were able to operate alone were able to perform several tasks as well, such as the stories of more than eight people saved from car crashes or the rumors that the same man robbed several convenience stores simultaneously.

There were reports of particularly inhuman looking people walking the streets, of course thought to have just bought very convincing costumes. Further research, however, revealed these were AMPs already in the beginning stages of mutation using Halloween as a way to leave their homes without undue attention - possibly one of the first times these individuals had left their homes all year.

November 2015

Shootout November 4

A woman connected to a drug trafficking and robbery ring was at large in Indianapolis, Indiana after a bank robbery that killed three police officers and sent ten others to the hospital. Reports at the scene state the woman and her crew took hostages in the National Bank of Indianapolis and used them as lever-

age in an attempt to make off with millions. SWAT, however, was able to rush the bank, and the following exchange was recorded from their comm channel:

*"This is T-R1 and I'm at her nine.
Permission to take the shot."*

"Take it."

*"Target is not down. Shot taken, but
I repeat, target is not down. The bullet
connected but did nothing."*

"Everyone take a shot if you have it."

*"She's coming after us, sir! Target
has bladed weapons on her hands
and... argggghh!"*

This recording was played for the world on Nightline, while interviewing a couple of the surviving hostages. One of them described the woman as "animalistic," saying that "all she cared about was the money, and she would hurt anyone to get it."

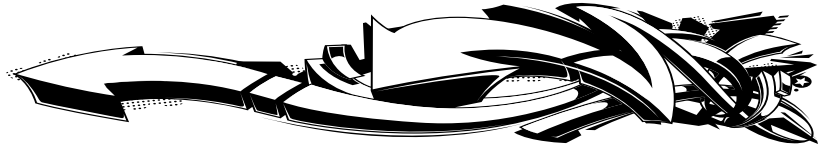
Love Blossoms November 16

Oklahoma became a little brighter in mid-November, as Doctor Luminous and Critter became engaged in a magnificent display at their Oklahoma City school, involving fire writing in the sky, explosions, instant-blooming flowers and all manner of marvelous beauty the AMPs could create. Stacie apparently had no idea this was coming; the couple had only been seeing each other for a few months and most of it was in secret, as they both agreed the work had to come first for the sake of all AMPs.

Jacob decided they had waited long enough. He leaned emotionally on Critter pretty hard in September, during the brunt of their downfall, but she helped him through the hard times and together they rebuilt the Seekers into something even stronger. Without her, he was nothing, and he wanted to prove that fact.

The proposal was sweet and tender, with all of their closest friends and students there to wish them well. They planned the wedding for Spring 2016.





Miracles Do Come True November 27

A truly wonderful thing happened on Thanksgiving morning in the cancer ward of the Cincinnati Children's Hospital Medical Center. As many knew, the facility was home to twenty-five children with terminal illnesses. However, the families of these brave kids had a lot to be thankful for as each of them woke up to find that not only had their cancer gone into remission, it was completely gone from their bodies.

Medical specialists were stumped, many making statements about how wonderful their medical care was, while others could only say it was a miracle. Others guessed it was probably an AMP with the ability to destroy disease, but the Seekers of Enlightenment could not find any clues to indicate the responsible party. The mysterious healer remained at large, but the Seekers worked to find him or her to warn them of such displays of power.

December 2015

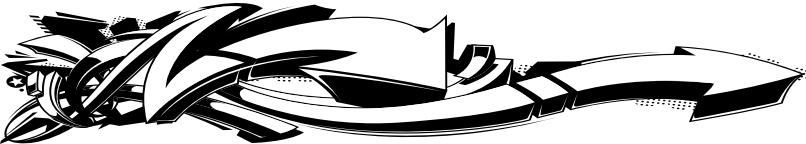
Changeling Underground December 4

December marked the start of a new movement for AMP-kind, called the Changelings. Jeff Zitomer, who had found his powers made it impossible for him to touch anyone without draining their life force, started the group. While surviving on the street, he found other AMPs in the same situation. A woman whose body had turned to living fire permanently, a doctor whose arms were deformed into hulking claws that wouldn't go away and a girl who carried around hundreds of pounds of extra skin due to her elasticity power were just a few examples. Meeting these individuals in similar predicaments as his inspired him to change life for himself and others.

Using their combined abilities, they were

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able to secretly travel around the country and find AMPs whose powers had overtaken and disenfranchised them. They went on to start a tent city in Atlanta, Georgia. This type of arrangement only lasted a few months due to their rapid growth, forcing them to find permanent accommodations in a series of abandoned buildings in the warehouse district and a few underground tunnels connecting them. By December 4, the Changelings numbered close to one hundred members and they called out to other AMPs to join them if society had rejected them and they had nowhere else to go. Even some of the AMPs the Seekers believed were missing simply became Changelings.

For the most part, the Changelings were all about hiding and segregating themselves from humans. They called themselves AMPs only and had all but given up any claim they once had to the title of humanity. Their members were pacifists and always backed down or retreated from any perceived threat from humans or other AMPs. Of course, they started their own vernacular for humans, calling them Saps (short for Homo sapiens). The term caught on quickly and expanded outside of just Changeling culture into regular use by almost every AMP.

War Path on the Street December 15

A terrible new drug hit the streets in December, called War Path. Injected into the blood stream, this drug acted as a combination of speed and steroids. An intense urge for destruction filled any person who took it, along with a sense of excitement and euphoria with each crash, smash or break they inflicted on the objects or people around them. AMPs who took this drug felt a slight increase in their abilities and found it harder to resist the Law of Attraction (pg. 172), but otherwise were unaffected by the same strenuous effects. Since hitting the streets, War Path has been connected to eleven overdoses and over two hundred injuries. It is predominantly found in major cities.

Conspiracy #4: Drug Formula

The truth behind War Path, which few outside Typhoon know, is that the drug was developed from extracts of AMP blood... specifically the Matriarch's. The end game behind releasing such a dangerous drug into the black market is unknown, but it can't be good.

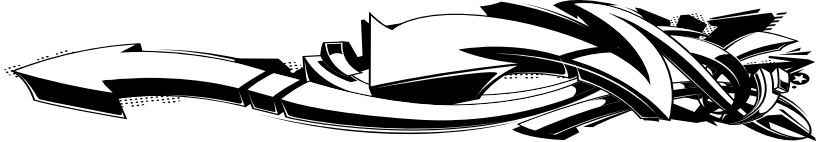
United Human Front December 17

As humanity began noticing the strange events and weird abilities of the people around them, it was inevitable that fear would seep into a section of the population. It started when Shavar Stephens, a respected geneticist, took samples from his brother and found his DNA did not match a normal person's makeup. Repeated tests proved the equivalent, which left him flabbergasted. He didn't know what to do except to start warning people of a new "species" of human appearing. Shavar knew boasting about evolution and superpowers would lead to his being committed to the nearest asylum, so he began small. He told one person, then two, then four and so on, until he had his own mini-militia at his disposal. Each "solider" knew their new mission was to preserve the human race and stop the threat of this new species from overtaking them.

Dubbing themselves the United Human Front (or UHF for short), they took to the streets to make a difference. This began in Pittsburgh, Pennsylvania, but slowly extended into the tri-state area and then even further. More and more humans were seeing something unusual in their world and did not like it. There was no central authority to the UHF. Each faction worked independently, but received news and info about possible threats from Dr. Stephens.

Extremes taken by the UHF depended on the particular group in question. Some, like





Shavar Stephen's cell, worked together with AMPs who still consider themselves human to hunt down and eliminate AMPs who were a threat -- but the trend of other groups was more prejudicial, which led to violent displays on anyone who couldn't prove they were 100% human.

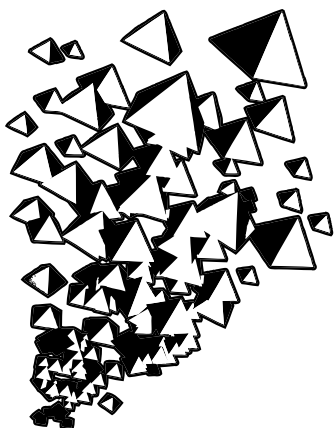
Needless to say, the Changelings tried to stay as far away from cities with a strong UHF presence. Unlike many other AMPs, they wore their inhuman nature on the outside.

January 2016

Nether January 1

AMPs became known to a large number of people and the populace was shaken, including other AMPs. This was intensified by rumors of Nether, a controller of shadows who leapt from darkness to slay any AMP he came across. The Seekers, Changelings and even Typhoon tried to track his movements and figure out his motives, but Nether was not affiliated with any group. He was a solitary hunter with only the death of other AMPs on his mind.

Witnesses to his attacks, of which there were only a handful, mentioned a noticeable and dispassionate rage as he killed. This added to the frightening stories spread around the AMP community.



Changing Mission Statements January 8

While returning home to visit her family, Stacie Winters went missing. She was a free spirit and didn't always end up where she was expected to be at the right time, but after a few days, the worry set in. Dr. Segal sent out his most trusted Seekers in hopes of finding her, but with no result. With so many threats out there, including Typhoon, the government they had swindled out of millions, the elusive Changelings and the militant UHF, the Seekers of Enlightenment found themselves with too many leads to follow and not enough manpower to do it all.

Jacob fell into a dreadful depression without Critter by his side. Drinking and fits of rage became the rule of the day and it was evident he cared less about the future without the love of his life in it with him. Then one day he woke up, put away his alcohol, and called for an emergency meeting of the Seekers where he said the following:

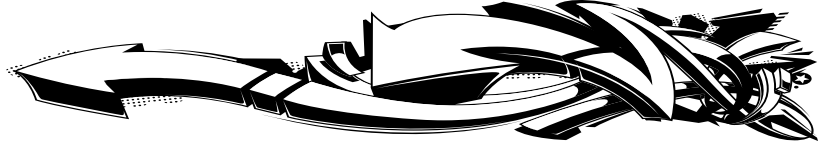
"No longer will we be victims. No longer will we be the nice guys. No longer will we have what we love taken from us. If our enemies want a fight, a fight they will get. We will not rest until we find out what happened to Critter and avenge her."

With that short speech, the Seekers changed from peaceful diplomats to avengers with a mission: to bring their worst to whoever stood in their way. Even those who didn't necessarily agree with the decision stuck by Doctor Luminous. He was their leader and had only made wise decisions to date. They also cared about finding Critter and were sure the temperament of the organization would return to their original mission statement when they found her... if they found her.

Chapter One: Year One







Conspiracy #5: As It Must Be

Throughout Year One, there were various events that occurred because of a particular man, Kairam Ahmed Hamdan. He happened to be one of the few AMPs to have gone beyond normal uses of Chronos (pg. 157), and became capable of time travel, though he was not very coordinated in his date targeting.

He kept to himself and did not interact with current day AMPs, possessing knowledge of the future that could disrupt the timeline in ways he did not want. Instead, there were just a few things he needed to do with his trip to the past in order to change the future for (what he thought was) the better. He jumped much farther back than he intended and began leaving cryptic messages on the Internet to let people know a change was coming, the AMPs were on the rise.

With his second act, he began picking off every member of the Suppression, one by one. Kairam claimed in the future that the Suppression was government sanctioned and administered worldwide against everyone's will, leading to the extinction of his species. Once he assassinated the last scientist, he needed to ensure the information reached someone he trusted, an old comrade in the future AMP resistance... Dr. Jacob Segal.

After changing so much, he had accomplished what he came to do and already felt himself start to fade away from existence as the timelines rewrote themselves. Then, Kairam decided on one final act. Grabbing his favorite pistol, he traveled to the State of the Union address and assassinated President Tim Aldridge, the one who signed the law condemning AMPs to internment camps and torture in his future. However, this display actually sealed his fate and made his future reality once more. He was gunned down for his hubris, and he began a terrifying time for the AMPs everywhere instead of saving them.

Chapter One: Year One

Wake Up, America! January 28

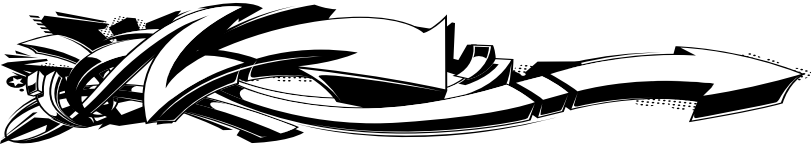
Information concerning AMPs reached all the way to the oval office and President Tim Aldridge was none too happy about the news. Thanks to a few members of his cabinet being aligned with the United Human Front, the information conveyed to him was that this new species was a threat to national security, to the American way of life and to the future of the human race. The president felt it was imperative to bring a warning to the American people during his State of the Union address. It was a last minute addition with little time to prepare, and few knew about the subject outside of the president's circle.

After ranting about the economy and how he planned on turning around education, it came time to speak about the threat of people who looked like humans, but wielded strange

powers instead. As he opened his mouth to start his speech, a man appeared before Congress in a flash of light. He held a gun to the president's head and pulled the trigger, splattering his brains all over the first few rows. He then dropped the gun and raised his arms, screaming, "Wake up, America! We are the future! This is as it must be!" On his final word, the man was gunned down by the president's security and fell dead.

Thus ended Year One of what it was to be an AMP. The world would never be the same again.





Chapter Two: Forged In Fire

Character Creation Steps

Step 1: Concept, Loyalties (10 pts.)
and Affiliation

Step 2: Choose Skills (35 pts.)

Step 3: Choose Strain, Powers (6 pts.)
and Augments

Step 4: Spend Bonus Points
(12 or 16 pts.)

Step 5: Record Integrity,
Juice and Movement

Chapter Two: Forged in Fire

Step One: Concept, Loyalties and Affiliations

Concepts

The first thing necessary to creating a successful character in AMP: Year One is figuring out the right concept. After all, a character is more than just numbers and powers on a character sheet. Everyone has their own personal struggles, crippling fears and things happening in their lives that keep them looking forward to the next day. Characters are individuals no matter their background or Strain.

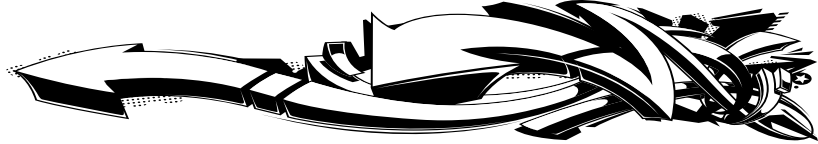
It can be helpful to come up with a short two- or three-word concept at first, which can act as a general guide to the rest of your choices during the character creation process. These concepts can include the powers in mind for the character, but do not have to. Ideas like “Wise-crackin’ Speedster,” “Ex-Mil-

itary Bum,” “Persuasive Evangelist” or even a “Struggling Writer” are all great examples of beginning concepts.

After you come up with a basic concept, there are a few other things to consider that can help expand on who the character is at their core. Players should go through the steps of their character’s life development and figure out how they got to where they are at the beginning of the game. Below are different ideas to consider, but none of them are required to be defined before starting the game (in fact, it’s sometimes more fun to wait). More so, it’s simply a collection of questions to ask about the character to possibly take them in a different direction than the player may have ever thought.

- › **Childhood:** Everyone’s upbringing is different, and a person’s childhood shapes his or her life. Did the character live in a house with a mother and a father, or were they brought up by just one parent (and which one)? Did their parents love each other? Do they still get along? Did the character grow up in a loving home or one where they were given mostly free rein with almost no parental supervision? Are they an only child or do they have siblings, and do they get along with them? Were they subject to an environment of abuse, negligence or rampant drug use?
- › **Adulthood:** Once a character becomes an adult, they can now shape their lives in a way they choose (if fate agrees with them). Did the character go to college? Did they excel in their studies and get a degree or drop out? They could have just as easily fallen in love and settled down, even having some kids. Did they come from a privileged background? If so,





they may have money, but may also have to deal with the expectations of living a certain type of life to retain their wealth. The character could have also just joined the work force and gotten a job to pay the bills. The loss of loved ones and friends, especially ones they knew as a kid, can be devastating and help to shape who they are now.

- › **Gender/Sexuality:** The character's personal gender identity can weigh heavily on their concept. One may be your stereotypical tough guy, temperamental and ready to throw down at a moment's notice. Another may be a thin, effeminate man, possibly gay but not necessarily. Both of these characters view sexuality and relationships in very different ways. These same examples apply to women as well, lending to many combinations of what a character can be, including (but not limited to) transgendered and asexual characters.
- › **Ethnicity/Race:** Racism still exists all over the world, no matter what some may think. It can even occur within people of a single race, where a person may be too light-skinned or dark-skinned to be fully accepted. How one fits within the mix of ignorance and prejudice determines much about their character. Some prefer to live a colorblind life, judging people only by their merit, while others face bigotry every day and may have lost loved ones to other peoples' preconceived views. Do they fight against this oppression in the hopes of unifying all races? Or do they believe in the idea of segregation? There are many gray areas in this difficult issue.
- › **Demeanor/Appearance:** Think about how all of the above topics determine the individual puzzle pieces ultimately making up your character. These shape how one is viewed by the world and how they view it in return. Are they egotistical or polite, innocent or hardened? The way they dress and present themselves is a reflection of how they wish to be viewed. Players should keep all of these factors in mind.

Loyalties

Everyone has a thing they hold dear, people that motivate them and places to which they are loyal. A character's Loyalties are just that, reflecting the varying motivations and things they want to protect in their lives. There are eight Loyalties described below to spur personal growth, but none of them is inherently good or evil. Like everything in AMP: Year One, it is the character's personality, experiences and worldview that shape how they interact with these Loyalties.

During character creation, each player gets ten (10) Loyalty points to spend between eight different Loyalties, which range from Level 0 to Level 5. Some Loyalties provide bonuses while others give additional Bonus Points (BP) toward certain Gifts. An AMP doesn't need to spend points in every Loyalty. If one is truly on the side of the law, they may sacrifice themselves (0 Self) to make sure justice is served (high Justice). In moments where more than one Loyalty applies to a certain situation, the character combines them to use every advantage at their disposal.

Challenges

Loyalties are great for deciding how an AMP would respond during a situation, but there are times when they may also be tested. Any time the character must make a choice that goes against one of their Loyalties, they must make a check to resist their natural instincts. The AMP rolls Intuition + Discipline against a Moderate (20) + (Loyalty Level) check.

Example: *Juegar wants to keep fighting the gangster in the alley, but his current lover is in trouble across town. He must make a Moderate (20) check modified by his Love 4 - for a total Difficulty (24) - to act against his Loyalty. If he fails this check, his instinct kicks in and he retreats to protect his lover. If he succeeds, he can continue to fight if he so chooses.*

If the character must choose between two conflicting Loyalties, which happens often in any AMP's tale, the player makes two separate resistance checks against their respective Difficulties. If they succeed or fail both checks, they have the choice to follow whatever Loyalty

Chapter Two: Forged in Fire





ty they want in the heat of the moment. If they succeed at one, but not the other, their choice is made for them. The GM can wave this check if the player has a clear idea of how their character would act and it serves the story best, but a check is great when they just can't decide.

Ignoring Loyalties should have an effect on the greater story, and characters should feel the sting for sessions to come. Ignoring the call of your friends may mean they don't pick up the next time you need them. Ignoring an important clue to protect someone may let a criminal get away. The character never loses points in their Loyalty for these missteps, even if they fail at times, but should discuss with their GM about changing their Loyalties if what is important to their character begins to change.

Bonus XP

Every story needs twists and turns, which is where Loyalties come into play. They help players make choices to affect the game and the character themselves, but also to add drama and tension to a Scene. Any time a player uses their Loyalties in a cool or interesting fashion or in a way that complicates events for themselves or other characters, they should receive 1 XP for their efforts (pg. 66).

Loyalties List

Community

The AMP's Loyalty is to the Community, urging them to be a driving force in their town or city. Having no Community means the AMP is a wanderer, unburdened by connection to any one place, while too much Community means they may feel powerless if they leave.

They also know the ins and outs of their neighborhood, every nook and every person-ality, adding (Community) to certain checks, such as Knowledge checks for local knowledge, Survival checks to navigate the area or Stealth checks for always knowing where to hide. For each level of Community, the player should come up with a place important to the character in the city or neighborhood.

Comrades

A friend is a horrible thing to waste, especially to an AMP with the Comrades Loyalty who sees friends as real assets. Having no Loyalty to Comrades means the character is a loner, often due to some terrible event in their life that made it hard to trust others. Having Comrades too high means they'd pick their friends over almost anything else, making them less of an asset and more of a liability.

For each Comrades Level, the AMP has a friend they can count on for a favor in a certain specialty. This can be anything from knowing the police commissioner well enough to ask for favors or a journalist who can obscure the news to help the character. If the AMP has the Connections Gift (pg. 54) in the same organization as a Comrade, they can add (Comrades) to those Connections checks as well.

Having Comrades is a two-way street, however, and for every favor they ask, the character must do something in return. Sometimes it's an easy task, but it depends on the nature of their relationship and the type of favor. Asking a friend to crash on their couch might mean you pay for pizza the next time you see each other. Asking your friend to hack into a government computer may require a lot more than extra pepperoni.

Humanity

Too many people pass over or ignore those less fortunate than themselves, but not an AMP with the Humanity Loyalty (the opposite of the Self Loyalty). Having no Humanity means the AMP can walk past a crying child, a hungry mother or a dying man without any problem, while an AMP with high Humanity hates to watch others suffer in any way.

Characters may add (Humanity) to checks to help someone who is suffering or in trouble, such as a bonus to Might to keep someone from falling off a cliff or to a Medicine check for someone who has been fatally shot. This bonus doesn't apply to help someone walk across the street or find their cat, however, as the situation must be extreme enough to drive the character to action.





Chapter Two: Forged in Fire

Justice

Having a strong attachment to the idea of Justice is a strong motivator for an AMP with this Loyalty. Many debate the nature of justice, some believing the law is the best way to serve justice while others believe in eye-for-an-eye philosophies. Having no Loyalty to Justice means the character is ultimately self-involved, caring only about their own desire for vengeance and motivations. Having too much Justice means they strongly desire to make wrongdoers pay for what they have done, no matter what.

They may add (Justice) to checks that help them bring wrongdoers to justice, including Survival checks to track someone on the run or a Persuasion check to question a witness. Characters may only gain bonuses to checks for a certain “case” they are working on, but may switch to a new goal once their last one is finished.

Love

All you need is love, or that’s what an AMP with the Love Loyalty believes. This Loyalty represents not only their allegiance to someone in their own lives, but for the idea of love itself. The player chooses one person in their character’s life they feel real love and devotion for, such as a spouse or a wise mentor. They may add (Love) to any checks to fight for or defend this person in their life.

In addition, each Love level gives the player 2 BP to spend to reflect helpful abilities their Love possesses. They are assumed to have base abilities equal to an Average Person (pg. 201), to which the BP is spent to enhance. The Love may become an important character to the group, tagging along on stakeouts or being useful for less dangerous missions. If the AMP’s Love is another player’s character, they do not receive BP, but still enjoy bonuses to related checks.



Perfection

Some people are perfectionists, expecting the best out of whatever they do in their existence. Having no Loyalty to Perfection leaves the AMP little more than a normal human, while too much Perfection can make them focus on their goals rather than other people.

For each level of Perfection, the player chooses one Skill (not a power) that their AMP automatically receives a level toward. From that point forward, they also only need to pay 3 XP per level of selected Skills (instead of 5 XP). Mark the box next to said Skill to remember which ones were selected. For each level, the player should have a goal in mind for which they intend to use that Skill to accomplish.

Self

Few things are more important than one's own life and these AMPs' Loyalties are to themselves first and foremost. Having no Loyalty to Self makes a character a martyr, but too much Self can make it easy for them to betray even those closest to them if they find themselves in danger.

They may add (Self) to any checks against Death (pg. 187), reflecting their sheer will to survive, as well as to any other checks against outward events that could spell their end. This includes checks where the character truly believes their life is in danger, such as Dodge checks if the ensuing attack would bring them to 0 Integrity or a check to ensure they do not fall to their death.

Truth

The AMP's Loyalty is to the Truth, driving them to uncover mysteries. Having no Truth means the character often goes off half-cocked, not caring about the motivations of their enemy. Too much Truth can cause an AMP to be inactive until they have completed whatever puzzles are before them.

They may add (Truth) to certain checks to reveal secrets, such as Knowledge checks for Research on possible reasons for an enemy's actions or Perception checks for searching an office for a particularly important clue.

Affiliations

After determining what the AMP cares about, it is time to determine whether they identify with one of the major movements within the world of AMP: Year One. The vast majority of AMPs have no Affiliation, instead just depending on their own abilities or their closest allies to defend themselves. However, becoming part of an organization does provide certain bonuses.

Most importantly, one's Affiliation determines how many Bonus Points (BP) the player has to spend for their AMP during Step Four. If they choose an Affiliation, they receive 12 BP to spend, but they get to spend 16 BP if they choose to remain unaffiliated. They can only belong to one Affiliation at a time, but it is not unheard of for a character to betray one Affiliation to join another. A lot of mistrust follows them, of course, but sometimes there is no other choice. Having AMPs of different affiliations is the quickest way to breed infighting in a group, so it is encouraged to check with the GM to make sure their choice will fit into the grand scheme of the story to be told.

Unaffiliated

The AMP has no allegiance to anyone besides themselves or other chosen individuals

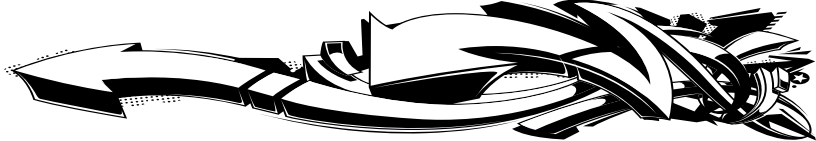
Changelings

The character is a Changeling, an AMP who believes they are a new creature entirely (some mutated to the point of no longer appearing human). They receive a +3 bonus to Stealth checks and receive 3 BP to spend on the Hideout Gift, as hiding is their nature.

Typhoon

They are a member (undercover or otherwise) of Typhoon, the growing philosophy of organized chaos infesting the criminal world. The character receives a +4 bonus to Initiative when facing another AMP and gains 2 Juice at the beginning of combat (instead of 1), but has to pay dues to the gang, gaining the Indebted Drawback automatically.



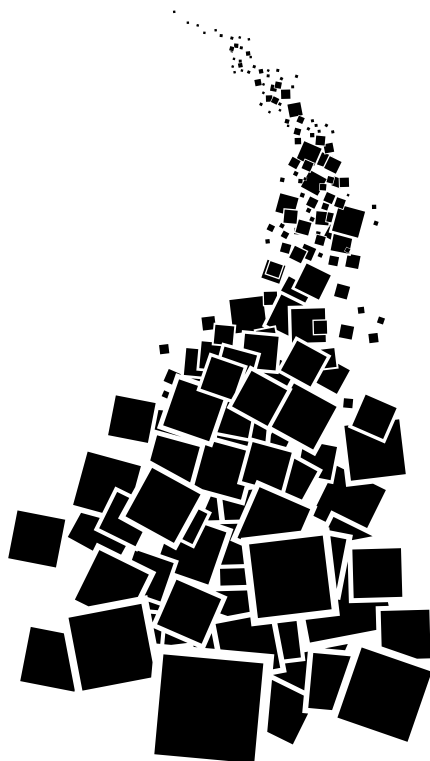


Seekers of Enlightenment

The AMP works for Doctor Luminous and has learned to contain their lust for conflict. Whenever facing another AMP, they receive a +4 bonus to resist the Law of Attraction (pg. 172). They also have access to information in the Seeker database and gain a +2 bonus when needing to reference AMP science or the database of known AMPs.

United Human Front

The character works for the UHF, a home-brewed but militant group that hunts down, captures and sometimes destroys AMPs. They may ignore the Cost of any weapon, though special requests can take time, and receive a +3 bonus to any Survival (Tracking) or Perception (Investigation) checks to track down an AMP (Choose One). Also, against an AMP, they deal +1 damage.



Step Two: Choose Skills

Once the player chooses their AMP's Loyalties and Affiliations, this influences the character's perception of the world. It also colors how they ultimately utilize their abilities. Skills represent the learned talents of the character and their abilities outside of their actual powers. This includes how charming they may be (Persuasion), how sneaky they may be (Stealth) or even how good they are with a gun (Marksmanship).

Players receive thirty-five (35) points to spend between the 22 following Skills, rated on a scale from 0 to 10. When buying Skills, Level 1 to Level 8 costs one Skill point per level, while Level 9 and 10 cost two Skill points per level. They may also spend 1 Skill Point to add a Specialty (pg. 52). Each Skill contains a description of their use and Common Skill Combos (pg. 164).

Skill Levels

Level 0 Clueless

Level 1-2 Hobbyist

Level 3-4 Enthusiast

Level 5-6 Expert

Level 7-8 Veteran

Level 9-10 Master

Skill Caps (Optional)

GMs should consider what type of game they would like to run from the beginning, applying Level caps to adjust and ensure all characters are equal in ability. Beginner characters shouldn't have any Skill higher than Level 5. Although they can raise it to Level 7 for slightly more experienced characters. GMs may also just remove all caps and allow any Skill level during character creation.

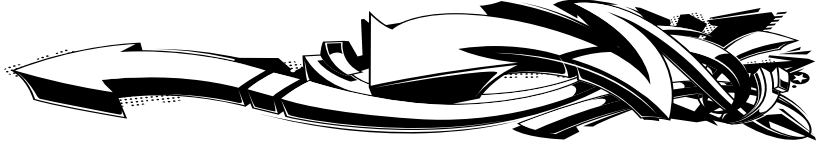




Skill Quick Reference

<i>Name</i>	<i>Description</i>	<i>Example Specialites</i>
Athletics	Physical activities/sports	Climbing, Balance, Jumping, Landings
Beast Handling	Interacting with animals	Training, Breeding, Specific Species (dog, cat, bird, etc)
Crafts	Building/Taking Apart Objects	Sculpting, Mechanics, Cooking, Sabotage
Deception	Mastery of Lies	White Lies, Misdirection, Exaggeration
Discipline	Mental power/Willpower	Concentration, vs. Fear, Meditation
Empathy	Understanding Emotions	Spotting Lies, Specific Emotion (Anger, Sadness, etc), Hiding Emotions
Fighting	Hand-to-Hand Combat	Blocking, Boxing, Swords, Staves
Fortitude	Physical Toughness	vs. Poison/Drugs, Staying Awake
Intimidation	Getting something through force of will	Stare down, Interrogation, Subtle threats
Intuition	Ability to Follow Instincts	Gambling, Flip a coin, Educated Guesses
Knowledge	Common World Knowledge	Agriculture, Street Smarts, History, Religion, Geography, Linguistics
Marksmanship	Ranged Combat	Handguns, Rifles, Bow, Shotgun
Medicine	Treatment of patients	Specific field (Pediatrics, Neurology, etc.), Diagnosis, Surgery, Side effects
Might	Solving problems with strength	Strong Grip, Grappling, Pushing, Pulling
Perception	Observation of one's surroundings	Specific sense (Sight, Hearing, etc.), Search, Resist Pick-pocketing
Performance	Putting on a show	Acting, Singing, Dancing, Instrument
Persuasion	Getting something through negotiation	Seduction, Oratory, Leadership, Hagglng
Speed	Solving problems with quickness	Travel time, Racing the clock, Quick Thinking
Stealth	Hiding from Sight/Sound	Shadowing, Hiding in Crowds, Hiding in Shadows
Survival	Wilderness/Environment Training	Tracking, Foraging, Navigation, Terrain Type (arctic, desert, jungle, urban, etc.)
Technology	Interacting with machines/tech	Computers, Security Systems, Hacking
Travel	Getting from here to there	Cars, Horses, Motorcycles, Planes, Skateboard, Ship, Sharp Turn, Spotting a Tail





Skills List

Athletics

The Athletics Skill covers the AMP's ability to perform physical activities, from climbing to jumping to tumbling. It is an important Skill for active characters who like stunts.

Common Skill Combos:

- › **Athletics + Speed:** Movement/Sprinting
- › **Athletics + Fortitude:** Overcome exhaustion
- › **Athletics + Survival:** Run through environmental obstacles without issue
- › **Athletics + Performance:** Put on a sports spectacle to get the crowd pumped

Beast Handling

Beast Handling covers knowledge and interaction with animals, from breeding to training to everyday care. It is an important Skill for characters who regularly deal with beasts or their own animal nature.

Common Skill Combos:

- › **Beast Handling + Medicine:** Veterinary Medicine
- › **Beast Handling + Knowledge:** Specific animal knowledge (breeding, species, habitats, etc.)
- › **Beast Handling + Empathy:** Attempt to calm an animal
- › **Beast Handling + Intimidation:** Attempt to make an animal cower

Crafts

This Skill represents an AMP's understanding of creating works of art, repairing broken items and being able to take things apart. It is an important Skill for mechanics or builders.

Common Skill Combos:

- › **Crafts + Discipline:** Fix something despite outside chaos
- › **Crafts + Technology:** Assemble or deconstruct computers
- › **Crafts + Stealth:** Construct a trap
- › **Crafts + Performance:** Put on a puppet show

Deception

The art of Deception is reflected differently in every person, whether the occasional white lie, making someone believe the unbelievable or creating convincing disguises. This is an important Skill for those who like to control the flow of information.

Common Skill Combos:

- › **Deception + Crafts:** Create a disguise
- › **Deception + Might:** Trick someone into thinking you're stronger than you really are
- › **Deception + Empathy:** Fake emotions
- › **Deception + Stealth:** Pass along secret messages in your words

Discipline

Mental control is represented by the Discipline Skill, often learned from martial training or military experience. It is an important Skill for characters with a strong sense of concentration and the ability to resist mental trauma.

Common Skill Combos:

- › **Discipline + Empathy:** Resist fear
- › **Discipline + Athletics:** Ignore taunts during a sporting event or athletic feat
- › **Discipline + Intuition:** Meditation
- › **Discipline + Performance:** Continue the show regardless of a rowdy crowd

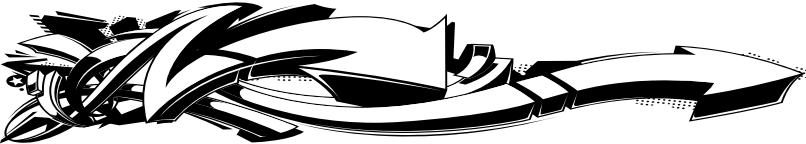
Empathy

The Empathy Skill covers the AMP's ability to sense others' emotions, allowing them to be amazing confidants or the world's best con artists. This Skill is important for characters who feel for others or want to have a good measure of their own sanity.

Common Skill Combos:

- › **Empathy + Intuition:** Detect a lie
- › **Empathy + Performance:** Figure out what the crowd wants
- › **Empathy + Perception:** Discern someone's emotions
- › **Empathy + Stealth:** Hide emotions





Fighting

The ability to fight can get an AMP into or out of a lot of trouble. The Fighting Skill represents how good they are at the act of close combat like boxing, martial arts or swordplay. It is an important Skill for characters with a warrior's spirit.

Common Skill Combos:

- **Fighting + Deception:** Perform a Feint
- **Fighting + Stealth:** Sneak Attack
- **Fighting + Discipline:** Ignore the fray of battle and continue on
- **Fighting + Crafts:** Use improvised weapons

Fortitude

Characters with the Fortitude Skill have conditioned their body to be tougher and find it easier to resist harmful effects. This is an important Skill for rugged characters who are used to taking a beating or those with a high drug tolerance.

Common Skill Combos:

- **Fortitude + Might:** Ignore pain
- **Fortitude + Perception:** Tell how close someone is to breaking down physically
- **Fortitude + Medicine:** Self-diagnosis
- **Fortitude + Performance:** Pretend not to be drunk

Intimidation

The Intimidation Skill reflects a character's ability to impose their will on others with fear, from simply unsettling someone to all out threats of bodily harm. This Skill is important for characters who like to appear menacing.

Common Skill Combos:

- **Intimidation + Persuasion:** Interrogate a prisoner
- **Intimidation + Medicine:** Scare someone with medical jargon
- **Intimidation + Empathy:** Guess someone's fear and how best to exploit it
- **Intimidation + Stealth:** Make a veiled threat only the target understands

Intuition

Intuition is the AMP's ability to follow their instincts in a crisis, from avoiding an ambush to happening upon a clue at just the right moment. This is an important Skill for lucky characters.

Common Skill Combos:

- **Intuition + Crafts:** Jury-rigged Repair
- **Intuition + Travel:** Lose a tail by turning down a random street
- **Intuition + Marksmanship:** Shot in the dark
- **Intuition + Beast Handling:** Thinking like an animal thinks

Knowledge

The Knowledge Skill covers an AMP's general acquisition of common information. This is an important Skill for studious characters and those who use their brains first and fists last. Skills combined with Knowledge usually color the type of info they already possess.

Common Skill Combos:

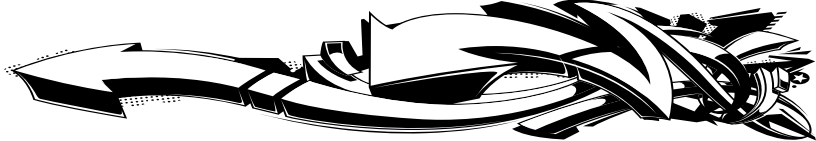
- **Knowledge + Empathy:** Psychological/Sociological
- **Knowledge + Athletics:** Physical and sports therapy
- **Knowledge + Intuition:** Searching through a library for just the right information
- **Knowledge + Discipline:** Purposeful memorization

Marksmanship

This skill encompasses an AMP's ability to hit things at a distance, from throwing a baseball to firing a gun. This Skill is important for soldiers and police officers to wield guns or for an archer to master their bow.

Common Skill Combos:

- **Marksmanship + Athletics:** Thrown weapons
- **Marksmanship + Perception:** Aim
- **Marksmanship + Intimidation:** Firing a warning shot
- **Marksmanship + Stealth:** Firing from cover without giving away your position



Medicine

The field of Medicine is intense and difficult to master, since new illnesses occur every year. This Skill represents a character's ability to treat an injury or prevent sickness. Medicine is important for characters who like to take care of others.

Common Skill Combos:

- **Medicine + Knowledge:** Recall medical information (i.e. drug side effects, names of diseases and their symptoms)
- **Medicine + Intuition:** Diagnose a patient and suggest treatment
- **Medicine + Discipline:** Field medicine
- **Medicine + Crafts:** Create poisons/antidotes

Might

Might is the Skill of pure power and reflects how impressively the AMP's strength can be utilized. It is an important Skill for characters who regularly display their raw power.

Common Skill Combos:

- **Might + Athletics:** Make a long distance jump
- **Might + Fighting:** Grab maneuvers
- **Might + Speed:** Move something blocking the door before the enemy returns
- **Might + Discipline:** Holding something open during an intense situation

Perception

The Perception Skill represents the character's attention to detail and awareness of things in their environment. It is an important Skill for crime scene detectives searching for clues or seeing through attempts to conceal.

Common Skill Combos:

- **Perception + Intuition:** Searching a room
- **Perception + Fighting:** Look for an opponent's weak spot
- **Perception + Crafts:** Appraise an item's value
- **Perception + Discipline:** Looking for a needle in a haystack

Performance

AMPs trained in the Performance Skill have learned to entertain others in a number of ways, from an alluring song to an expertly delivered monologue. This is an important Skill for those who understand the elegance of having an audience.

Common Skill Combos:

- **Performance + Crafts:** Play an instrument
- **Performance + Athletics:** Make your slam-dunk look damn good
- **Performance + Travel:** Motorcycle stunts
- **Performance + Fighting:** Pretend to be injured

Persuasion

Some AMPs can talk themselves through doors and know just how to negotiate. This is an important Skill for characters who know how to get just what they want without needing to resort to violence.

Common Skill Combos:

- **Persuasion + Empathy:** Gain someone's trust
- **Persuasion + Beast Handling:** Command an animal
- **Persuasion + Intuition:** Negotiation and haggling
- **Persuasion + Deception:** Blackmail a senator

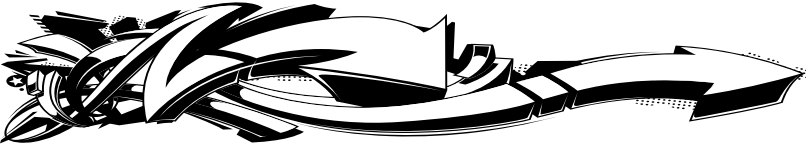
Speed

The Speed Skill is the AMP's ability to accomplish tasks in a swift and timely manner, usually at the cost of quality. It is an important Skill for characters who want fast physical and mental reflexes. Speed is commonly a supporting Skill and used primarily when racing against a clock.

Common Skill Combos:

- **Speed + Survival:** Making good time on your hike
- **Speed + Deception:** Fast-talking
- **Speed + Athletics:** Running fast
- **Speed + Fighting:** Blocking or avoiding a melee strike





Stealth

This skill represents the AMP's ability to conceal their actions from others, from hiding in the shadows to performing stunning displays of sleight of hand. Stealth is an important Skill for secretive characters and thieves.

Common Skill Combos:

- › **Stealth + Perception:** Scout ahead without being detected
- › **Stealth + Speed:** Moving quickly and quietly
- › **Stealth + Knowledge:** Finding a hiding place
- › **Stealth + Survival:** Covering your tracks

Survival

The Survival Skill covers the character's ability to adapt to different environments, encompassing tasks like finding food, tracking and navigation. It is an important Skill for hunters and those who wish to be in touch with nature.

Common Skill Combos:

- › **Survival + Intuition:** Navigating through the jungle
- › **Survival + Perception:** Tracking your prey
- › **Survival + Crafts:** Building a shelter/camp site
- › **Survival + Knowledge:** General wilderness knowledge

Technology

Technology comes easily to some and can be a burden to others. This Skill covers the AMP's understanding of tech as a whole, including computers and security systems. It is an important Skill for hackers and techies.

Common Skill Combos:

- › **Technology + Intuition:** Hacking a system
- › **Technology + Knowledge:** Performing computer searches
- › **Technology + Crafts:** Figure out complex wiring
- › **Technology + Fortitude:** Stay up all night on your computer

Travel

The Travel Skill represents the AMP's mastery of getting from one place to another, such as riding a skateboard or piloting a jet. This is an important Skill for wheelmen and those who love a good chase.

Common Skill Combos:

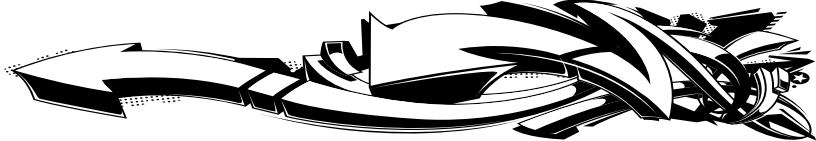
- › **Travel + Crafts:** Car or other land vehicle
- › **Travel + Athletics:** Bike or roller skates
- › **Travel + Beast Handling:** Horse or other riding animal.
- › **Travel + Stealth:** Shadow another vehicle

Step Three: Choose Strain, Powers and Augments

Now that the AMP's mundane abilities have been established, it is time to choose their powers. Every character possesses a certain Strain of the experimental serum that flows through their veins. Everything about their powers links back to this chemical compound, making them most likely to develop powers within the same family. Full explanations of each power are in Chapter 3 (pg. 74).

During character creation, players receive six (6) points to spend on levels in their chosen powers. AMPs can have a maximum of three powers: Primary, Secondary and Tertiary. Their Primary power must be one from their core Strain and can go up to Level 10, while their Secondary power is capped at Level 7 and their Tertiary power is capped at Level 4. One's Secondary power can never be at a higher level than their Primary, nor their Tertiary higher than their Secondary.

While powers outside of the character's Strain are chosen like any other power during Step Three of character creation, Secondary and Tertiary powers are more expensive to raise with Experience. The AMP is not genetically predisposed to know such differing powers without corruption to their DNA. Sec-



ondary powers outside of their Strain cost +5 XP per Level, while a Tertiary power outside of their Strain costs +10 XP per Level. Costs to activate these powers is unchanged. See XP costs on pg. 66.

Strain/Powers List

Blasters

- › **Battery (pg. 75):** Store and release energy
- › **Bolt (pg. 77):** Fire blasts of energy at one's enemies
- › **Constructs (pg. 80):** Create objects from energy
- › **Enhancer (pg. 81):** Use energy to enhance powers
- › **Flux (pg. 82):** Personal energy aura
- › **Vampire (pg. 84):** Drain energy from others

Bulks

- › **Acceleration (pg. 86):** Super speed
- › **Behemoth (pg. 87):** Super strength
- › **Biomorph (pg. 89):** Physiology control
- › **Evasion (pg. 90):** Hyper reflexes
- › **Invulnerability (pg. 91):** Damage resistance
- › **Regeneration (pg. 93):** Super Healing

Elementals

- › **Air (pg. 94):** Control of wind and the sky
- › **Earth (pg. 97):** Control of earth and stone
- › **Fire (pg. 99):** Control of the aspect of fire
- › **Metal (pg. 101):** Control of metal and magnetism
- › **Plants (pg. 102):** Control of and communing with plant-life
- › **Water (pg. 106):** Control of the oceans and seas

Chapter Two: Forged in Fire



Power Caps (Optional)

Powers as presented provide the tools to tell a certain type of story. Some GMs may want to allow stronger AMPs with an even more vast array of powers. GMs may adjust levels as they see fit, perhaps allowing two powers with a Level 10 cap or removing caps altogether. If the group as a whole agrees on the rule change, then all is fine, but the GM should be ready for characters to be much more powerful.

Ferals

- › **Chimera (pg. 108):** Taking on animalistic aspects
- › **Claws (pg. 110):** Natural weapons of extreme power
- › **Killer Instinct (pg. 111):** A hunter's edge against your prey
- › **Leash (pg. 112):** Control over animals
- › **Pheromones (pg. 114):** Creation of scents to affect behavior
- › **Venom (pg. 115):** Mastery of poisons

Mindbenders

- › **Authority (pg. 117):** Mind control abilities
- › **Brainiac (pg. 118):** Hyper intelligence
- › **Heartstrings (pg. 120):** Emotion Manipulation
- › **Illusions (pg. 122):** Creation of often-life-like images
- › **Mnemonics (pg. 123):** Memory manipulation
- › **Telepathy (pg. 125):** Linked minds for communication

Psychs

- › **Astral Projection (pg. 127):** Separation of spirit and body
- › **Awareness (pg. 128):** Psychic senses
- › **Mediumship (pg. 130):** Communication

with spirits

- › **Oneiromancy (pg. 131):** Dream manipulation
- › **Psychometry (pg. 133):** Psychic visions from objects
- › **Visions (pg. 135):** Dreamlike images of the future and past

Shapers

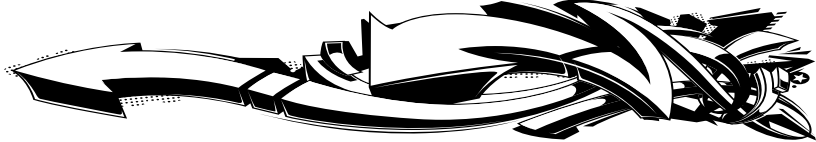
- › **Blight (pg. 136):** Control over disease and sickness
- › **Darkness (pg. 138):** Manipulation of shadows
- › **Healing (pg. 140):** Heal others with a touch
- › **Luck (pg. 141):** Powers of fate work for you
- › **Technopathy (pg. 143):** Machine manipulation
- › **Transmutation (pg. 144):** Changing aspects of objects

Shifters

- › **Duplication (pg. 146):** Create copies of oneself
- › **Elasticity (pg. 147):** Stretching the body in insane ways
- › **Intangibility (pg. 149):** Phasing through objects
- › **Invisibility (pg. 150):** Becoming an unseen person
- › **Shapeshifting (pg. 152):** Mimicking the form of people or animals
- › **Sizing (pg. 154):** Grow/shrink their body

Travelers

- › **Barrier (pg. 155):** Create force fields
- › **Chronos (pg. 157):** Manipulate time itself
- › **Flight (pg. 159):** Soar through the air
- › **Portals (pg. 160):** Create linked doorways between locations
- › **Telekinesis (pg. 161):** Move objects with one's mind
- › **Teleportation (pg. 162):** Instant travel from one location to another



Selecting Augments

When the AMP receives a power, they automatically apply any abilities from its Core Ability. Bonuses from a Core Ability, such as adding (Invisibility) to Stealth checks, are treated only as a bonus and not as actual levels.

Additionally, they select one Augment at even levels of the power. This means, they receive one Augment at level 2, 4, 6, 8 and 10 for free (note level restrictions for Secondary and Tertiary powers). Additional Augments can be purchased for the Primary power only (pg. 52). Some Augments have prerequisite Augments as well, so read carefully. The standard Juice cost of using these Augments is listed with each one in parentheses, but these costs can be adjusted in two ways:

- › Selecting the Power Focus Gift (pg. 56).
- › Instead of receiving a new Augment, they may reduce the cost of one Enhancement Augment to E0 or Trick Augment to T1. Cannot be used on Augments with a scaled cost (i.e. T1-5).

Example: An AMP who purchases *Chimera* may attune themselves to the *jaguar*, applying the Core Ability to the *Athletics Skill* for a big bonus. When they reach Level 2, the body starts to alter itself, allowing the player to pick one Augment. They choose *Leaps and Bounds* for improved jumping distance. At Level 4, they choose *Claws* for attacks that are more lethal and, at Level 6, they get the *Beast Form* Augment to change into a *Jaguar*. These powers could have advanced in any order of their choosing since they do not have requirements.

Step Four: Spend Bonus Points

Players now receive twelve (12) Bonus Points (or BP) to spend to further customize their character if they chose an Affiliation, or sixteen (16) BP if they chose to stay Unaffiliated. This helps to separate two characters who might seem similar in concept. The slight differences of one character who may be shy and freezes in combat versus another who has allies but can never stand to see one die make for stark contrast. Bonus Points can be spent on the following:

Gifts (Variable)

Gifts give an advantage over others, like fame or a greater ability to fight. Each Gift has a value representing its cost in Bonus Points (BP). The only limit to the number of Gifts a character can begin with is their starting BP. Some Gifts have a ranged value (i.e. 1-5), which means the character can spend a number of BP within the range for the desired effect. Others have a choice of values (i.e. “2 or 4”), which lets the character pick the version of the Gift they prefer.

Drawbacks (Variable)

Drawbacks are negative qualities, burdens the character must overcome during their story, like the need for extra sleep or a long-reaching prison record. Each Drawback gives the player more BP (equal to its value listed) to spend just like starting BP. They can only gain up to 10 BP by taking Drawbacks. Players are welcome to take more than 10 BP worth of Drawbacks, but gain no additional points to spend. Drawbacks gained through roleplay or from Consequences, such as acid burns making their face Ugly or a character whose immune system shuts down and makes them Sickly, do not give BP in exchange.





Skill Levels (1 BP)

Bonus Points can be spent to raise one's Skills on a 1-for-1 basis. Remember that Levels 9 and 10 of any Skill costs double, and check with the GM for any possible level caps.

Specialties (1 BP)

If the character is particularly great at one facet of a Skill, this is considered a Specialty and they receive a +2 bonus for that Skill usage. For instance, a racer with Travel 5 known for her expert motorcycle skills could take a Specialty in (Motorcycles). This would mean she'd have a +5 for standard Travel checks, but would enjoy a +7 bonus on a bike. One Skill cannot have more than three Specialties associated with it.

Power Levels (3/4/5 BP)

Some characters begin their journey stronger than others do. Spending 3 BP per Level can gain more starting levels for their chosen powers. Secondary and Tertiary powers have level caps of Level 7 and Level 4, respectively. Secondary power levels outside of the character's primary Strain cost 4 BP per level and non-Strain Tertiary power levels cost 5 BP per level. Be sure to check with the GM for any possible level caps or limits to the type or number of powers allowed for the story.

Augments (2 BP)

Characters may receive additional expertise in their powers. Spending 2 BP garners another Augment for their Primary power, but they cannot have more Augments total than their power's level. This cannot be done for a character's Secondary or Tertiary powers, which only receive free Augments at even levels.

Loyalties (2 BP)

One's Loyalties are often vital to their survival and give them an edge on other AMPs. Spending 2 BP raises a Loyalty one level. A Loyalty's level cannot be increased beyond 5.

Gifts/Drawbacks

Cerebral Gifts

Directional Sense (1): The character has an innate sense of direction and a gift for navigation. They receive a +3 bonus to Survival or Travel checks involving Navigation.

Fearless (1-5): The AMP is unaffected by danger, never wavering from their goal. For each BP spent, they receive a +2 bonus to checks against Fear. If they have Fearless 4+, they also gain +1 Juice on top of normal Juice gained by resisting fear.

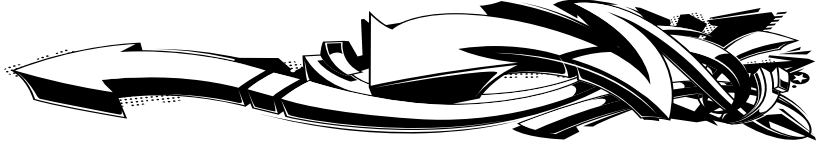
Gang Past (2): The character knows their way around the streets. This grants a +3 bonus to checks to identify gang territory, where best to pick up a gun or drugs and information on gang affiliations. By calling in favors, they may also get their hands on illegal weapons, but at a +1 Cost.

Law Enforcement (3): The character has a background in law enforcement. Not only does it grant a permit to carry a firearm, but they also receive a +3 bonus whenever searching a crime scene for evidence or clues.

Library (1-5): The character owns or has access to a research library. This Gift usually represents a physical library, but certain online resources can count as well. Each BP spent gives a +2 bonus to research checks, representing the library's level of usefulness. Before making a check, the player should give an in-game explanation as to why their library would have information on the particular topic being researched (based on concept).

- › (1) Shelf in their room (1-3 topics)
- › (2) Waist-high, full shelf (4-10 topics)
- › (3) Wall to wall library (11-25 topics)
- › (4) Huge room of Knowledge (26-50 topics)
- › (5) Library building (Almost any topic)





Linguist (1): Characters can automatically read and write their native language, but a Linguist knows more. For each BP spent, they can speak and read one additional language. This Gift may be purchased multiple times for the same language in the case of languages with multiple dialects.

Permit (1): The character has a permit to legally carry a firearm.

Stable Psyche (1-5): The character has a stronger than average mind, providing a +2 bonus per BP spent against Mental Trauma or Interrogation. If they have Stable Psyche 4+, the character also gains 1 Juice upon breaking a psychic's hold on them.

Untraceable (1-5): The AMP has gone to a lot of trouble to hide their past from the world. Every point spent gives a -2 penalty to anyone trying to find info on the character, making them almost unfindable on the Internet.

Physical Gifts

Accurate Eye (3): The character has an eye for throwing things and fighting at a distance. They receive a +2 bonus to ranged actions, which inflict +1 damage if used in combat.

Attractive (2 or 4): The character is more attractive than others. For 2 BP, they are well above average, gaining a +3 bonus to checks where their good looks can play to their advantage (i.e. negotiating with a lecherous salesman, walking the catwalk). For 4 BP, they have supermodel looks, turning heads wherever they go whether they want to or not. They receive a +5 bonus to associated checks and often have people bending over backwards to help them out of a jam as a passive effect.

Body Builder (2 or 4): The character spends time working out to better their physical state. For 2 BP, they receive +1 Integrity and a +2 bonus to Might checks. For 4 BP, their Might bonus rises to +4 and they gain +1 close combat damage.

Defensive (3): The character thrives when backed into a corner, gaining an ability to defend themselves more effectively. When taking a Defensive Round (pg. 180), they receive a +5 bonus (instead of +3) to Reactions and receive +1 Juice at the end of the Round, in addition to any Juice they would normally gain.

Drug Resistant (1-5): The character's metabolism eats through most things that could harm their body without problem. For each BP spent, they receive a +2 bonus against drug and poison effects.

Fast Acting (1-5): Acting first can often save one's life, and an AMP with this Gift knows that rule well. For each BP spent, they receive a +2 bonus to Initiative. If they have Fast Acting 4+, they gain +1 Juice if they win an Interrupt Action contest.

Giant (5): The character is naturally bigger and tougher than others, standing as tall as 7 feet. They receive +2 Integrity, +4 to Might checks, +1 to Fortitude and Intimidation checks, and +1 close combat damage. Due to their size, however, they suffer a -2 penalty to checks requiring manual dexterity (i.e. lock picking, typing, etc.) and a -2 penalty to Stealth checks, finding it much harder to hide. Clothing and armor also require +1 Wealth for special sizes to fit the character correctly. Unless approved by the GM, this Gift can only be purchased during character creation.

Graceful (1-5): The character is light on their feet, making it easier to walk a tightrope or avoid being tripped. For each BP spent, they receive a +2 bonus to checks to keep from falling or tripping.

Light Sleeper (2): The character's adrenaline makes it easier to stay up for long periods and require less sleep. They need only three hours of sleep per night (instead of six) and receive a +2 bonus against Unconsciousness.





Chapter Two: Forged in Fire

Natural Warrior (4): The character has grown up fighting, whether from formal training at a young age or surviving on the streets. This Gift lowers their Boost in combat to 4 (instead of 5) for combat related checks, giving them bonus effects more often. This only affects Actions and Reactions the character makes themselves.

Pain Resistant (2, 4, or 6): The character employs the adage of mind over matter, learning to bypass physical pain to better continue their goals. For 2 BP, they receive a +2 bonus vs. Pain and Pain penalties are reduced by 1. For 4 BP, they get a +4 bonus and Pain penalties are reduced by 2 and, for 6 BP, they get a +6 bonus and Pain penalties are reduced by 4.

Quick Draw (2): The character knows how to draw their weapon like a pro. They suffer no penalty to draw their weapon and attack in the same Turn.

Quick Healer (4): The character naturally heals quicker than others. Normal Damage is healed at a rate of 5 per hour of rest or 3 per hour of non-rest. Brutal Damage is recovered at a rate of 5 per day of rest or 3 per day of non-rest.

Sprinter (2 or 4): The character has trained to improve their speed and ability to run long distances. For 2 BP, they receive +4 Movement. For 4 BP, they receive +8 Movement and gain +1 Juice for extended physical exertion on top of any Juice normally gained.

Tough (1-5): The character can take more of a beating than others, gaining +1 Integrity per BP spent.

Social Gifts

Connections (1-5): The character has influence in groups outside of their Loyalties, developing a system of favors to call upon when in need. This Gift reflects both how wide their influence spreads and the extent of the favors they can ask of their Connections. However, they should be careful not to overuse

or abuse their Connections or they will start to weaken. They could have a friend who is a reviewer in the local newspaper (Media 1) or have an entire congregation at their command (Religious 5). Using these favors happens primarily through roleplay, but the GM may ask for a Persuasion + Connections check for particularly complex or strange requests.

Examples: *Corporate, Judicial, Media, Police, Religious, Criminals, Political*

False Identity (2+): The character has spent years developing another identity they can slip in and out of whenever they need. It also includes a fake ID and plenty of accompanying documentation to support any transactions they may need to make. With GM approval, the characters can have additional identities at the cost of 1 BP each after the first.

Fame (2 or 4): The character is famous for one reason or another. For 2 BP, they are well known within a certain circle and gain a +2 bonus to social interactions with those who know them. At that level, they can still walk down the street without serious issues. For 4 BP, their names and faces are spread throughout the nation (or possibly the world – based on concept), and they receive a +4 bonus to leverage their Fame, but find it hard to go unnoticed.

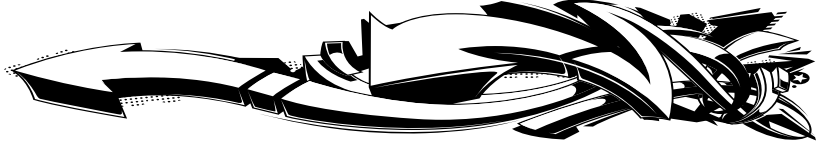
Haggler (2): The character is good at getting what they want for cheap. Any time they need to purchase an item, they can make a Persuasion + Deception check to convince the seller to reduce the Cost by 1. Most sellers are Simple (10), but tougher ones can be Moderate (20) or Tough (30).

Inspirational (2): The character is a born leader and capable of inspiring anyone they meet. They receive a +3 bonus to Persuasion checks when used for Leadership or Oratory purposes. If someone they inspire to action rolls a Natural 20, they also gain +1 Juice.

Pet (2): The character has a trusted animal as their friend and companion. Their pet is trained (choose up to three commands) and the two communicate well. Common choices are dogs, birds and horses (pg. 198).

Rank (1-5): The character has achieved status within a certain social group, such as the military or the Seekers of Enlightenment.





Each BP spent gives a +2 bonus to Persuasion checks for commands, leadership or asking for favors from those within the organization.
Note: Higher Rank brings more responsibility.

Unreadable (2): Some characters are non-emotional, and what they feel doesn't register easily on their face or through body language. This Gift gives a +3 bonus against any Empathy or Intuition checks to read them.

Wealth (1-5): This Gift represents a character's access to disposable income and gives an idea of their lifestyle, whether poor and down-trodden or fit for the rich and famous. Characters begin with Wealth 0, but can buy more with BP if their concept supports this choice.

- **(0) Poor:** They don't make a lot of money, having little in the way of personal possessions (maybe a bike or junk car and an iPod) and likely share an apartment with someone in the same predicament. **Disposable income:** \$250 per month.
- **(1) Limited:** They actually have a bit of money to their name, usually with their own

apartment or sharing a home mortgage. They have likely upgraded their transportation to a slightly nicer car or a motorcycle. **Disposable income:** \$500 per month.

- **(2) Comfortable:** They are stable enough to pay off bills and still have money left over. They likely have a condo or townhouse and a quality car. **Disposable income:** \$1,500 per month.
- **(3) Well-Off:** Enough money to live, usually attached to a demanding job. They may own a small or medium home with some equity and have a car or SUV. **Disposable income:** \$4,000 per month.
- **(4) Wealthy:** Characters without much to worry about, they have quite a bit of money, a large house and a lot of investments in the stock trade. **Disposable income:** \$9,000 per month.
- **(5) Filthy:** They are veritable millionaires, possessing a decadent mansion, time-share with a private jet and pretty much anything else they want. **Disposable income:** \$20,000 per month.

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AMP-Specific Gifts

Destiny (3): The character knows they are destined for greatness. They receive +2 Juice (instead of 1) from rolling a Natural 20 during moments that impact the story.

Extreme (4): Some people are pumped with more adrenaline to keep them going. Starting Juice for the AMP is raised to 4 (instead of 3).

Hideout (1-10): The AMP has a functional hideout they use as a base of operations. It is more than just a home and is usually separate from their actual living quarters. Instead, it is a headquarters they can use to plan and recover. Unlike most Gifts, Hideout has an upper limit of 10 (instead of 5) and multiple characters can buy into the same Hideout or get their own. Of course, if a character leaves the group (or the game), their Hideout points are lost as well. The total Hideout Level is the combination of the Levels of the following criteria, each of which ranges from Level 0 to Level 5.

- **Defenses:** Security is very important. Defenses reflects how easy the Hideout is to find and defend from intrusion or attack, ensuring privacy and safety. Hideouts with no Defenses can be found easily and offer little protection. Each point spent gives a -2 penalty to those trying to find it, anything from only being accessible through a secret button (Level 1) or behind a wall constructed of thick iron (Level 5). Each level also gives a +2 bonus to Initiative for those inside against someone trying to break in.
- **Entries:** While it is rare for Hideouts to have more than one way in (Entries 0), some AMPs are crafty enough to have multiple entry points. Each level gives the AMP another way to get into the Hideout. These entry points should be based on their capabilities. Brainiac (pg. 118) can accomplish a lot, as can Portals (pg. 160).
- **Size:** A sizable Hideout can be important for characters who have a lot to store, who want space to move around in, or

for a secure place to train. Size (0) means the Hideout is likely the size of a large closet, the back of a van or small hidden room in an otherwise ordinary home. Level 1 may be the size of a small apartment with one or two rooms, while Level 5 may be a large estate or a network of tunnels through the city.

- **Workshop:** The Hideout contains everything needed for a particular craft. Whether it's a laboratory for performing experiments or even just an auto-shop for fixing/maintaining machines, each Workshop Level gives a +2 bonus to related checks.

In Control (1-3): The character is accustomed to keeping their composure, even when faced with the Law of Attraction (pg. 172). For each BP spent, they receive a +2 bonus to resist their combative urges.

Power Focus (2): The Gift reduces the cost of an Augment by 1. Can be purchased multiple times for the same Augment and even bring Enhancement Augments down to E0, but Trick Augments can never be reduced lower than T1. Cannot be applied for Augments with a ranged Juice cost (i.e. 1-5), as you can already choose to spend less.

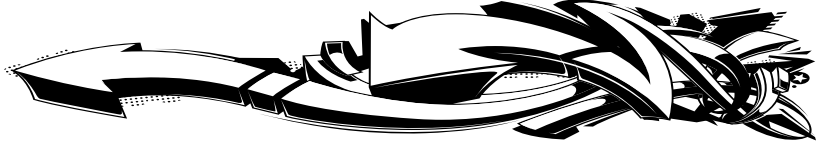
Cerebral Drawbacks

Absent-Minded (4): The character forgets names and numbers easily, often missing important details in their surroundings as well. They suffer a -3 penalty to Discipline checks for Memorization or Concentration, as well as a -2 penalty to Perception checks.

Addiction (4): The character is utterly addicted to a drug like alcohol, tobacco, or cocaine. The days of enjoying the drug recreationally are long gone. Now, they need it to function normally. Most drugs have long-term debilitating and harmful effects to the body, and the character loses 2 Integrity points because of this.

As long as the character gets their normal daily dosage (or hourly in the case of some





drugs, like smoking), they can go on as if nothing is wrong. If they go a day without their drug, they become jittery and suffer a -3 penalty to all checks and their starting Juice each day is reduced by 1. If they go without for a week, they face withdrawal and will do anything to get the drug again, even injure their comrades. They can make a Tough (30) Mental Trauma check to resist urges at intervals determined by the GM.

Big Mouth (2): The character is a smart-talkin', wise-crackin' loud mouth. They always have a way of letting words slip when they really shouldn't. They must make a Moderate (20) Discipline check to avoid speaking their mind at the wrong time and possibly giving away secrets unintentionally.

Bi-Polar (4): A terrible disorder affecting mood, energy levels and ability to function on a day-to-day basis. At the start of each day, the character makes a Moderate (20) Mental Trauma check to see if they are affected. If they fail their check, they suffer a -2 penalty to all checks and -1 Starting Juice for the day. In moments of extreme stress, they may need to make this check again.

Bloodthirsty (3): They have a unique thirst for violence that goes beyond winning. If they inflict even a single point of damage on an opponent, they must make a Moderate (20) Discipline check not to beat that target until they fall limp, either through unconsciousness or death. If their resistance check is successful, they can stop themselves, but must make another check with every strike they land. If it fails, they cannot stop attacking and cannot switch opponents.

Combat Fear (1-5): When combat rears its head, not everyone is ready for it. The character freezes, suffering a -2 penalty to Initiative per BP gained. If they possess Combat Fear 4+, they receive +2 Juice at the beginning of combat (instead of 1).

Curious (2): The character wants to know everything going on around them, including what the person across the room is whispering about or what that button over there does. They can attempt a Mental Trauma check to keep their curiosity from becoming a problem, with the Difficulty depending on how strong the motivation is. For Tough (30) checks, they also receive +1 Juice after quenching their thirst for knowledge.

Klepto (2): The character takes things that don't belong to them, often without realizing it. The AMP walks out of the bank with a pocketful of extra pens and post-its they didn't have before, for example. But they also feel the thrill of stealing in dangerous situations, requiring a Moderate (20) Mental Trauma check to keep from stealing (or attempting to steal) valuable objects. If they get away with stealing something dangerous, they receive +1 Juice.

Lifesaver (3): The character can't stand to see someone in pain, even if they caused it and despite their better judgment telling them otherwise. This Drawback also applies in instances where they would have to leave a comrade behind, even if it was for the greater good. They can attempt a Moderate (20) Mental Trauma check to resist, but most choose to do the "right thing" in the end. If they have the Comrade or Humanity Loyalties, these can count as a penalty to their check.

OCD (2): The character has an obsessive-compulsive disorder, which forces them to perform a particular act. They just cannot feel comfortable in their skin unless they do. This can be anything from cleaning all dust from a room before sitting to counting sidewalk cracks while they walk. They can make a Tough (30) Mental Trauma check to avoid the effects for a Scene, but they always come back. If they resist the urge, they receive +1 Juice when they finally perform their act later on (cannot be the same Scene).



Paranoia (3): The character believes everyone is out to get them, harm them, take their stuff or otherwise hurt them, even without any evidence to support this idea. They automatically suffer a -3 penalty to all social interactions with people they have not dealt with before (and depending on how their last dealings went sometimes even then). As they are always on edge and awaiting an attack, they do not receive an additional Juice for setting off a trap or being ambushed.

Phobia (3): The character is deathly afraid of some kind of stimuli, such as snakes, heights, darkness or enclosed spaces. Whatever the choice, this Drawback should be one the character must overcome on a common basis. A fear of poisonous bugs found only in Africa wouldn't be appropriate for a character living in Oregon, for instance.

When faced with their phobia, the character must make a Moderate (20) check against Fear or they react in complete hysteria. They may curl up into a fetal position, lash out violently or simply run away – everyone reacts differently. The Difficulty may be raised to Tough (30) if the stimuli are excessive (i.e. a giant snake or swarm of snakes, instead of just one). They receive +1 Juice whether they succeed or fail.

Buying Off Drawbacks

Through the course of the story, players pick up XP to spend on improving their characters. These points can also be used to buy off Drawbacks they took during character creation. Buying off a Drawback requires 5XP for every BP originally spent. Note: Drawbacks gained from Consequences (pg. 187) only cost 3 XP per BP.

Weak-Willed (1-5): The character has no backbone when confronted and suffers a -2 penalty to checks against Intimidation (Interrogation) or Mental Trauma per BP gained from this Drawback.

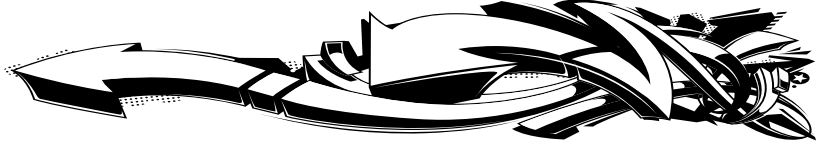
Physical Drawbacks

Allergy (2 or 4): The character has developed an allergy to a common material, animal or food. For 2 points, ingesting or touching the allergic material causes great discomfort, along with dizziness or rashes resulting in a -2 penalty to all checks until the allergic material can be removed (which may involve a stomach pump). For 4 points, the allergic material can hurt the character, causing a -4 penalty (instead of -2) and inflicting 2B damage for every 10 minutes they are in contact.

Bleeder (3): Whether they are a hemophiliac or just built this way, these characters try to avoid anything sharp if possible. Any time they would lose Integrity due to Bleeding, they take 2B damage (instead of 1B).

Deep Sleeper (3): The character may be a spoiled brat used to sleeping in or might have a sleep disorder. In either case, they need at least nine hours of sleep per day to feel rested (instead of six hours). Checks against Unconsciousness also suffer a -2 penalty.

Elderly (4): The character is much older than others, no younger than 50 years of age. This makes them slightly weaker and slower, but often brings a certain kind of wisdom.



They suffer -1 Integrity, -1 close combat damage, a -2 penalty to Fortitude and Might, and -4 Movement. In exchange, they do receive a +3 bonus to Knowledge to reflect their life experience.

Graceless (1-5): Known to trip over their own feet, the character has little to no equilibrium. They suffer a -2 penalty to checks for avoiding trips and falls per BP gained.

Kid (5): Being a kid is tough; they are shorter, weaker and less respected. The AMP is to be assumed 12 years old or younger, suffering a penalty of -1 close combat damage, -2 Integrity, Carry 20 lbs. + 20 lbs per Might (instead of 50 lbs + 25lbs.), and their adrenaline output lowers their starting Juice by 1. They also suffer a -4 penalty to Intimidation checks toward elders. On the plus side, they gain a +2 bonus to Athletics checks and +2 Movement.

Lasting Wound (1-5): The character has a wound that just won't heal, be it a fleshy spot in their arm or a bum leg that never got treated. They receive a -2 penalty to associated physical Actions per BP gained.

Not a Fighter (4): The character doesn't know how to fight effectively; they throw limp punches or can't get out of the way of attacks fast enough. Their Boost during combat (attack and defense) is raised to Boost 6 (instead of 5).

One Arm (3): The character either has only one arm or one of their arms is unusable. Due to this setback, their Carry/Lifting totals and their Strength bonus are both halved.

One Eye (3): The character is missing one of their eyes, which damages depth perception and the ability to notice things. They suffer a -4 penalty to sight-based Perception checks and a -2 penalty to Marksmanship.

Paraplegic (3): The character's legs were either injured in an accident, or they were just born without full use of them. This reduces their normal Movement to (2 + Athletics) in a wheelchair, which is necessary to get around.

They travel at (Athletics/2) if they need to pull themselves along the ground.

Scrawny (1-5): The character lacks muscle and can't take a hit. They suffer -1 Integrity per BP gained from this Drawback. They also suffer a cumulative -2 penalty to Fortitude checks at Scrawny Level 4 and 5.

Sickly (1-5): The character is especially susceptible to sickness and disease, making them the Typhoid Mary of the group. They suffer a -2 penalty per BP gained to any Fortitude check to resist Disease or Infection (pg. 189).

Ugly (2 or 4): The character is just plain ugly. For 2 BP, they suffer a -3 penalty to social interactions where being attractive would have been helpful. For 4 BP, they are possibly scarred from a fire or other horrible fate/accident, causing a -5 penalty to the associated checks or any checks for trying to blend into a crowd. Conversations via e-mail, post or phone work fine, but most face-to-face deals are problematic.

Social Drawbacks

Enemy (1-5): The character has acquired an enemy or two through their lifetime. The Drawback level reflects the danger the Enemy presents. Remember not all enemies attack directly. Some might attack the character's job, livelihood, reputation or even their family before ever throwing a punch. They should also be a constant threat or nuisance, even if only from afar.

- (1) Non-physical threat, more an annoyance.
- (2) Enemy of equal skill and threat.
- (3) Enemy with real danger, possibly with ties to law enforcement or crime families.
- (4) Enemy who can easily present hazards to the character and their Loyalties.
- (5) Enemy who may head a criminal, political or military group who has their eye on the character at all times.





Chapter Two: Forged in Fire

Indebted (3): The character has zero money in the bank, no savings and almost never has any cash on them. They may be homeless or just your basic freeloader who takes advantage of friends and families. They can't get credit and probably have a loan shark or two after them. If they happen upon a windfall, someone is bound to come asking to be repaid. The character effectively has a negative Wealth score until they have bought off this Drawback.

Infamous (2 or 4): The character is known for some sort of heinous act, such as being accused of murder, causing a terrible accident that killed people, or being an infamous crime boss. For 2 BP, they are known through certain social circles, but they can generally walk down the street without being bothered and suffer a -2 penalty to some social interactions with people who know about them. For 4 BP, almost everyone knows who they are and there's no getting around it. They suffer a -5 penalty if they attempt to sway people away from preconceived ideas about them.

Lecherous (3): The character is always on the prowl for sex and comes off creepy more often than not. They suffer a -2 penalty to social checks with someone they find physically attractive, having a hard time paying attention to the conversation as they linger on perverted fantasies. They also suffer a -4 penalty to resist Persuasion (Seduction) attempts from anyone they could remotely consider as a partner. If they do happen to score, they receive +2 Juice (instead of 1).

Poor Hygiene (1-5): The character simply doesn't take care of their hygiene, often smelling horribly and constantly dirty. For each BP gained, they suffer a -1 penalty to social checks involving looks, etiquette or general presence (except for Intimidation). In addition, any trackers receive a +2 bonus per BP to their Survival checks to track them based on scent or to use their sense of smell to lower Blind-fighting penalties (pg. 179).

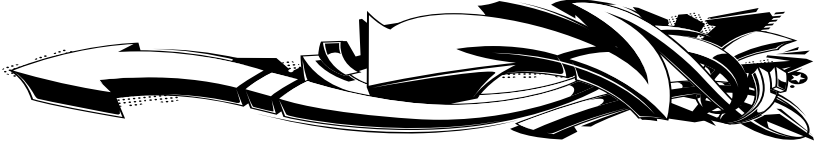
Prison Record (2): The character has spent time in the big house, which brings with it a few tattoos, a prison record hanging over their head and a parole officer to answer to. This Drawback means they have already had their second strike and would go to jail permanently if arrested a third time.

Shy (3): The character often shrinks into the background, becoming shy around important people or large crowds. They suffer a -2 penalty to all Persuasion (Leadership or Oratory) and Intimidation checks. This Drawback also applies to interactions with someone for which the character may have feelings. Rolling a Critical Failure for one of these checks gets the character +1 Juice, as their anxiety level skyrockets.

Speech Impediment (2): The character has a problem with their speech due to a slur, lisp, stutter or indecipherable accent. They suffer a -4 penalty to checks involving the spoken word, such as appealing to a group, learning to speak new languages, giving verbal commands to an animal they didn't train themselves or using mental powers that require the target to fully understand them. This does not extend to powers like Telepathy where they can simply think their words.

Ward (3): The character has someone they feel they must watch over and protect, like a child or sickened parent. This person is always around and requires almost constant attention, which could draw the AMP from their mission. A Ward is never another player, who can obviously take care of themselves. The Ward also has no Skills to offer the character to help, either being too scared or caught off guard to help in a fight.





AMP-Specific Drawbacks

Animal Beacon (2): Animals not only hate the character, but are drawn to them to make their life hell. Beasts make sure to be a nuisance; bugs biting, cats scratching and dogs growling. If the character uses powers in front of an animal, the beast automatically attacks. If someone controls the animal, the owner must make a Beast Handling check with a -4 penalty to keep their animal in check.

Batteries Not Included (1-5): The character needs some kind of outside component or must meet a certain condition in order to access their powers. This could be needing to eat a certain food to gain one's strength or having to wear a certain material to conduct one's own energy into power. If the character is ever without the source of their conditional power, they are unable to access that particular ability. This Drawback can be taken multiple times, corresponding to individual powers the AMP may have. The Drawback level determines how severe the condition is (GM and player should discuss), with higher levels meaning their "battery" is rarer or more expensive. Of course, this is only psychosomatic, so buying this Drawback off means they figure out how to exist without their crutch.

Continuous Power (1-3): One of the character's powers (either a Core Ability or a Trick Augment) cannot be turned off. It is always active and a constant source of headache for them, but does not drain their Juice. This can be anything from an AMP with Chimera, forever stuck in their animal form and cast out of normal society, to a Blaster who fires his Bolt whenever he opens his eyes (making them effectively blind) or even a Shifter whose Invisibility can only be turned off by moving. GMs should ensure the constant power is actually a Drawback for the AMP; giving 1 BP to 3 BP and a -2 penalty to associated checks per BP gained based on how much a problem it poses for the character, and should disallow Continuous Power if it is not. The Drawbacks of No Control and Continuous Power cannot be applied to the same power.

Draining Power (3): One of the AMP's powers costs +1 Juice with each use, thus draining the AMP much faster and possibly leaving them vulnerable. This Drawback affects the Core Ability and any Augments as well.

Emotional Link (3): One of the character's powers can be triggered by intense emotion, like rage, surprise or extreme happiness. When faced with such an event, they make a Moderate (20) Discipline + Linked Power Level check. A failure means it affects the immediate area or someone within their line of sight without them even trying. This could mean someone with Behemoth may stomp the ground and destroy the foundation of the building they are in or an AMP with Telekinesis could send their arguing spouse through a window. The Juice used for this power is also spent. Only select this Drawback if it would be a bad thing for one's power to go off accidentally.

Limitation (1-5): The character has great power, but it is limited in some way. A Limitation is ultimately used to make them unique in the grand scheme of multiple AMPs with the same power. This could be anything from a Memory Manipulator who can't look into the mind of close friends, an Elemental who can't create a storm on a sunny day or a shapeshifter who must peel off their skin to make their transformation happen. The level of this Drawback is based on how inconvenient this limitation is to them. The GM and player should work together to gauge the level and apply it to the power accordingly.

No Control (2 or 4): The AMP chooses either their Core Ability or one of their Trick Augments and it can only be accessed by accident or at the GM's decision (usually to enhance the story). This could cause an AMP with Teleportation to suddenly appear in a place they'd rather be than work or it leaves an AMP with Visions only having spontaneous portents out of their control. For 2 BP, it affects a Trick associated with a power. For 4 BP, it affects the Core Ability.



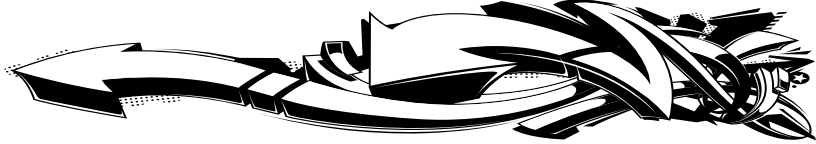
Power Addict (4): The AMP has grown used to their power and often takes it for granted. Any time they come to any kind of obstacle, they instinctually use their power to overcome it. If they come to a locked door, even though it can be easily picked, an AMP with Bolt's first action would be to blast it down, while an AMP with Mediumship will summon a spirit to take care of it for them. They may attempt to go against their nature with a Discipline + Empathy check and a Difficulty equal to (20 + current Juice). AMPs who overuse their powers run the risk of being seen by Saps or may drain available Juice they may need later.

Side Effect (4): Each Strain has its own side effect that occurs in a small percentage of those with powers.

- › **Anti-People Person (Ferals):** Their animalistic side gets the better of them when it comes to social situations. They suffer a cumulative -1 penalty to social checks for every other person around them (including the person they are talking to). This makes operating in large crowds almost impossible.
- › **Backfire (Blasters):** The AMP is filled with so much energy they experience the occasional backfire when using their power. Whenever they roll a Natural 20 or 1, they suffer 1 damage in addition to any normal positive or negative effects.
- › **Bulging Muscles (Bulks):** Whenever they use their powers, their muscles bulge in grotesque and obvious ways, making them stand out easily. Their clothes rip, their eyes bulge and they suffer a -5 penalty to any social or Stealth checks for 1 hour, as it takes time for their body to return to normal.
- › **Fugues (Psychs):** Their ability to look beyond themselves leads to forgetting pieces of their own life. Whenever they attempt to remember something important, they suffer a -5 penalty to their check. If they roll a Natural 1-4 when activating one of their powers (regardless of the final total), they pass out and forget what happened for the last day.

- › **Lost (Travelers):** Using their power taps into the powers of time and space. If they roll a Natural 1-4 when activating one of their powers (regardless of the final total), they are instantly teleported somewhere within a mile of their current location. This could land them just about anywhere, but usually somewhere very bad.
- › **Migraines (Mindbenders):** The AMP's powers cause intense headaches that grow worse over time. Every time they use their power, they suffer a cumulative -2 penalty to their next use, until it becomes almost impossible to use powers due to the sheer amount of pain. Penalties lower by 2 per hour that passes.





- › **Million Tiny Pieces (Shapers):** The AMP becomes obsessed with the little things in the world around them, focusing on tiny aspects of every strategy. If faced with an incomplete plan, they suffer a -2 penalty for each part of the strategy that is unformed. For example, just kicking in a door and beating up whoever is inside leaves at least two strategy holes: What is the door made out of? And how many enemies are inside? They'll spend precious time figuring out answers before moving forward; otherwise, they suffer a -4 penalty during the Scene.
- › **Misshapen (Shifters):** Those who use their powers to shape themselves too much may eventually lose their original shape all together. If they roll a Natural 1-4 when activating their power (regardless of the final total), they receive a deformity to their original shape. Stretching their body may make them seem taller or may thin them out or make their lips droop. Animal shapeshifting may leave them with pointed ears or cat eyes. Each deformity gives them a cumulative -1 penalty to social checks due to their increasing alien appearance.
- › **Technology Bad (Elementals):** As they are attuned to the natural elements, sometimes their affinity can become too strong. Any time they use a machine (especially electronic), it instantly shorts out, jams or otherwise stops working if they roll a Natural 1-4 (regardless of the final total). The item can be repaired, but the repairer suffers a -5 penalty to any checks to do so for the life of the object.

Trail (1-5): Use of the AMP's powers leaves a smell, a feeling, or a trail any other AMP can track. The trail lingers for up to one hour after using a power and is strongest at the location where it was originally used. For each BP gained, other AMPs gain a +2 bonus to any Tracking checks to find the character.

Step Five: Record Integrity, Juice, and Movement

Integrity

A person's body and mind can only take so much. From drug use to extreme exercise, a character goes through a lot of wear and tear in their lifetime. Integrity is the amount of damage an AMP can take from various life events, given a numeric value to make it easy to track how dangerously close to death they may be. The way a player builds their character with Skills, powers and Gifts/Drawbacks dictates how much Integrity they possess, for better or for worse. After all, a body builder is going to be tougher than a stay-at-home mom who spends the majority of her time baking instead of pumping weights at the gym.

Integrity is represented by circles at the bottom of the AMP Character Sheet. During creation, each character begins with (Fortitude + 10) Integrity. Additional Integrity can be gained through powers or Gifts. The player bubbles in a number of circles equal to their Integrity.

When an AMP takes damage, the player tracks this in the boxes below the Integrity bubbles. The player marks a "/" for normal Damage or an "X" for Brutal Damage. Shown is an example of a character with 10 Integrity who has taken 3 Damage and 2 Brutal Damage. Notice that Brutal damage is recorded first, with normal Damage following.



Recovery

While some AMPs have the power to circumvent the rules of nature, recovering Integrity naturally is still a matter of time and rest. Normal Damage is regained at a rate of 3 points per hour of rest or 1 point per hour of





activity. Brutal Damage is recovered at a rate of 3 points per day of rest or 1 point per day of activity. This rate can be increased with hospital care and proper diagnosis of infections or other health issues.

Temporary Integrity

Some abilities give a character Temporary Integrity, additional Integrity added to the AMP's existing Integrity effectively creating a cushion to absorb incoming damage. Temporary Integrity is always marked off before the character's actual Integrity and dissipates when an equal amount of damage (of any type) is taken.

Juice

Power courses through every AMP's veins, pumping energy and allowing them to push farther than any Sap ever could. It is dependent on a character's adrenaline and their level of excitement, represented by a special statistic called Juice. It is the most important thing to an AMP, as it fuels their powers. Without it, they are as normal as regular humans. It is good, though, that Juice is easy to come by since they are always in the way of danger and extreme situations.

Starting and Maximum Juice

AMPs begin each day with 3 Juice, due to the natural flow of adrenaline in their bodies. No player may have more than 10 Juice without Battery (pg. 75). Players should have tokens (coins, poker chips, glass beads, etc.) to track their Juice, giving them a physical representation of their character's limits. If you do not have access to tokens, players can track this on their character sheet instead.

Through the course of the game, players have the chance to gain and lose Juice based on their character's actions and the situations that occur. When danger rears its head, the GM gives the player another Juice token to reflect their rising heart rate. If the player uses it on a power their character needs to survive, they hand the token back to the GM. It creates

a back and forth of Juice as their body chemistry balances itself.

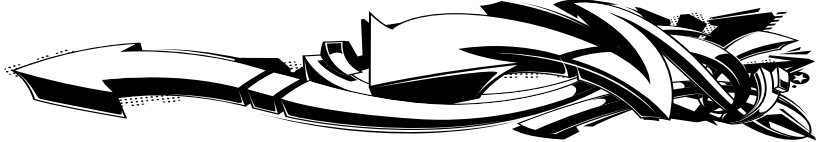
Of course, any time the AMP is at a state of rest for longer than 30 minutes, they return to their starting Juice of 3, no matter how little or how much they possessed beforehand. A character may spend as much Juice per Turn as they choose, limited only by their current amount, but reducing Juice to 0 means having to endure even more danger in order to refuel.

Ways to Gain Juice

As Juice is directly connected to adrenaline, events that get the character's blood pumping also get them more Juice. Danger and surprise are both good ways to generate more. Below are examples of events a character would gain 1 Juice from experiencing. If several happen at once, they stack, but remember most AMPs are limited to a total of 10 Juice at any given time.

- › Start of any combat with another AMP
- › Ambushed or Victim of a Trap
- › Roll a Natural 20
- › Roll a Natural 1
- › Reach 1/2 Integrity
- › Reach 1/4 Integrity (2 Juice)
- › Exciting Car Chase
- › Dangling or falling from a terrible height
- › A comrade takes a near fatal/fatal hit
- › Enemy reinforcements arrive
- › Loyalty comes under harm/threat
- › Extended Exercise
- › Making an important discovery
- › Sexual Activity
- › Stimulants (Drugs)
- › Successful check against Fear





Scaling Juice (Optional)

The Juice rules as presented are for the average game of AMP: Year One. However, a clever GM can use Juice to color their particular story and really set the mood. Generous GMs who hand out more Juice than normal create a game where the characters are never starved for fuel for their powers. Almost any act of heroism or awesomeness is rewarded with more Juice so they go on to perform yet another and another. They could also make the choice to give 1 Juice per Round of combat, instead of just at the beginning, or perhaps reward a character with 1 Juice for a particularly good wise-crack. This is the way to go for a game where players want to be more powerful and have constant access to their abilities with no need for rationing their Juice.

On the other hand, scrooge-like GMs may only give out Juice under extreme circumstances. This creates more of a survivalist feel for the game, where characters need to be careful where they spend their Juice and aren't likely to pull out their powers in every situation. Seeing a loved one gunned down may simply be a part of life and not a cause for additional Juice. This makes the game more dangerous and can help to enhance the feeling of an already pretty harsh setting AMP: Year One provides.

Every game is different, and there are times when GMs may want to jump from one style to another. As long as it supports the story and everyone has a good time, then that's the way to go.

Movement

Movement represents how fast the character can travel on foot. Their base Movement when walking or jogging is equal to $(\text{Athletics} + \text{Speed}) + 5$ ft. per Round, used in most calculations for powers and abilities. Walking and running require no checks under normal circumstances.

At their top speed, characters can move at a rate of $(\text{Movement}) \times 15$ ft. per Round, producing 1 Juice for every 2 minutes they have their heart racing. The GM may ask for an Athletics + Fortitude check to keep their speed when running at a steep incline, Athletics + Intuition to avoid obstacles while running or Athletics + Speed to keep from tripping if the terrain is slippery or jagged.

Jumping

Without a check, characters can jump $(\text{Athletics} + \text{Might}) + 4$ ft. horizontally or half this value vertically. They can add 50% to their horizontal distance with a running start of at least 10 ft. The player may also make a Simple (10) Athletics + Might jumping check to add plus 4 ft. per Boost. Landing may require an Athletics + Speed check to avoid hurting themselves as they land or to catch themselves if they fail their jump check.

Climbing

Climbing requires attention to hand and foot locations (and tail location in some cases) that can often slow them down. They must make an Athletics + Speed check and can travel at $(\text{Movement}) / 2$ while climbing. A failed check means they make no progress, while a Critical Failure may mean they fall. They can move at their full Movement if necessary by spending 1 Juice.

Swimming

Characters with at least Athletics 1 can swim. In calm waters, there are no checks needed and they can travel at $(\text{Movement}) / 2$ while swimming. In rough or choppy water, they may make a Might + Athletics check once



Using Minis

AMP: Year One is designed to be a flexible system that uses one's imagination for all events in the game. However, some groups may prefer to keep track of their characters' locations by using Miniatures. If using a standard square grid, assume that each square is 5 ft. and round each character's Movement to the nearest multiple of five to determine how far they can move in a Round.

For instance, a character with Movement 9 would be rounded up to Movement 10. This means they could move 2 Squares (their Movement) for free or move 4 Squares (Movement x2) and suffer a -2 penalty to their next check. Likewise, if they took a Sprint/Rush Action, they could move up to 30 squares, but could take no other Action that Round.

per minute to fight against the currents. A failed check means the AMP begins to flounder, while a Critical Failure means they may start to drown and are in need of rescue.

Chases

When one character chases another, it becomes an Opposed Movement check (1d20 + Movement vs. 1d20 + Movement). The difference between their checks reflects the number of feet gained or lost between the two. Each Opposed check takes 1 Round.

Example: *Chris (Movement 10) is 5 ft. away from Eloy (Movement 8) and decides to run away during a fight. Chris makes a 1d20 + 10 check, rolling 19, against Eloy's 1d20 + 8, who rolled 24. Because Eloy rolled 5 Higher than Chris, he gains by 5 ft. and catches up to him.*

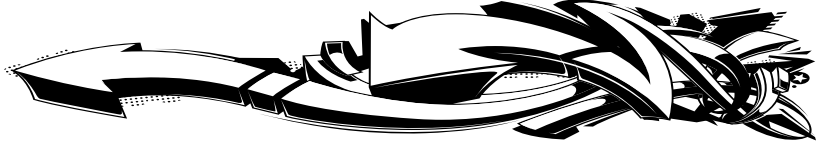
Experience Points (XP)

The old saying "you learn something new every day" is true of everyone, including characters in AMP: Year One. While they may begin their journey in one place, they always end up in another place, a little stronger and a little wiser simply by living. The once lonesome hero may realize they need to rely on others from time to time (raising their Comrades Loyalty), and a kid from the streets may learn how to defend themselves better in order to continue surviving (raising their Fighting Skill). A character's growth is represented by Experience Points (XP), given to players for many reasons, but mostly for good role-playing and contributing to the ongoing story. XP can then be spent to better their characters.

After a Gaming Session

After a successful gaming session, the GM and players discuss the events of the evening and the GM distributes points to worthy players. There are a few XP examples below, but these don't apply to every session. The average XP gained per session at about 3 XP per player, depending on the length and quality of the session and whether there were big moments during play. The GM is also encouraged to create their own criteria, as well, to fit the group's play-style. Some GMs give an XP to the player who brings snacks, for instance.

- **1 point – Showing up to Play:** Every player who shows up to play receives 1 XP just for joining in the game and making it happen in the first place.
- **1 point - Loyalties:** If the player used their character's Loyalties in interesting ways to affect the session, add drama or give the group a way out of a problem, they should receive this point. See Loyalties on pg. 39 for more.
- **1 point – Spotlight:** If one character took charge of a situation or was an effective leader during the session, they receive this point. It's a good idea for the group to vote on which player deserves this XP.



- **1 point – Memorable Moment:** If a player did something to make the group say something like “That’s so awesome!”, “Man, dude, what, no, really?” or made the GM speechless from how cool or clever it was, they receive this XP. This shouldn’t happen every session or it loses its flavor.
- **1 point – Moral of the Story:** If the character has learned something from the session, it is important to award XP for growth. The GM should go around the table and ask each player “What did your character learn?” It could be anything from “My character will never throw a car behind him without looking again” or “My character will never again try to break out of jail using the front door.”

1 Skill Point (Level 1-8)	5 XP
1 Skill Point (Level 9-10)	10 XP
1 Primary Power Level	15 XP
1 Secondary Power Level in Primary Strain	15 XP
1 Secondary Power Level in Different Strain	20 XP
1 Tertiary Power Level in Primary Strain	15 XP
1 Tertiary Power Level in Different Strain	25 XP
1 Loyalty Level	10 XP
1 Augment (Primary Only)	10 XP
1 Bonus Point	5 XP

After a Story

At the end of a major Story (a storyline spanning several sessions), the characters should have solved a great mystery, defeated an engaging (possibly reoccurring) opponent, successfully pulled off a difficult mission or gone through some personal life change. They should receive more XP (in addition to their Session XP) for a job well done based on how successful they were, how much danger they were in, how efficiently they executed their plans and the overall outcome. GMs are encouraged to give anywhere from 1-5 additional XP. Awarding more than this often leads to the characters advancing too quickly.

Spending XP

When a player decides to spend XP to advance and improve their character’s abilities, they can spend any accumulated XP gained from their previous sessions and stories. Any XP spent must be justified and make sense for the character’s concept and ongoing story. For example, raising the Persuasion Skill makes little sense after a storyline where the characters were isolated in a haunted prison, but could be spent on raising their Knowledge if that time was spent studying.

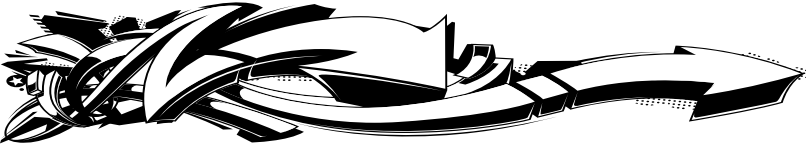
Raising Skills

In short, Skills require actual training, which means a healthy amount of time (or downtime) must be spent working at raising the Skill. One cannot raise their Athletics Skill without their character getting up off the couch and exercising for weeks. The player can purchase 1 Skill point for 5 XP for levels 1-8 or 10 XP for level 9-10.

Raising Loyalties

Loyalties are a reflection of what the character cares about, which makes it very easy to raise them with XP. Players should find reasons to insert their Loyalties into any given story, motivating their characters to the greatness that awaits and directing them on their path of life. If time goes by and the character has ignored their Loyalties (betrayed their Comrades or let themselves be bribed from finding the Truth), then the GM can deny them any additional levels in those specific Loyalties.





Powers and Augments

Spending XP on existing powers is easy to do if the character is using them a lot throughout the story. Those who deny their new life may be denied the ability to spend XP. Remember, also, that Augments are received automatically at even power levels, but the player can also buy Augments for their Primary power with XP.

Gaining new powers, however, doesn't just happen out of the blue. New powers should be gained only at important points throughout the story or at the completion of one, where some major event may act as a trigger. Of course, the GM can allow spontaneous power development as well, if it fits the story.

Gaining Bonus Points (BP)

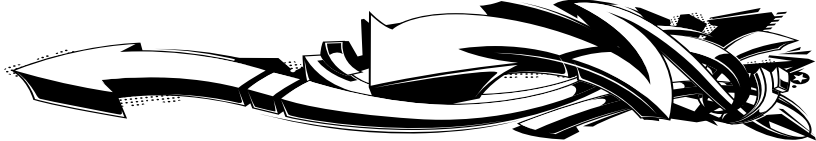
Players may purchase Bonus Points (BP) in order to obtain Gifts or buy off Drawbacks (pg. 58), even after character creation. Suitable Gifts after character creation are mostly social, as they are more likely to be gained through good roleplaying, but physical Gifts like Body Builder or Poison Resistance can also reflect time spent working to change their bodies. In the end, the GM has final say on conditions for purchasing any Gift.

Downtime

Downtime is a period of time that lapses between stories. During downtime, characters aren't pursuing active goals or attempting missions; they are simply living their normal lives. When one story ends, the characters should be given time to relax, a chance to breathe and to check into family and personal matters, or even just train for the next story or mission. Players spend the majority of their XP during Downtime, but it is not uncommon to do so in the middle of a story if the situation warrants the expenditure. The player must still justify raising their Skills or Attributes through their character's ongoing progression, by explaining what they did with their Downtime.

Advanced Character Creation

Experienced players may create their character in a different order than the rules given in this chapter. They may want to choose Gifts first, then jump to powers and then Skills before coming up with their Loyalties. Likewise, they may pick Drawbacks first and then Skills and then Augments. None of these methods are wrong as long as the points are spent correctly.

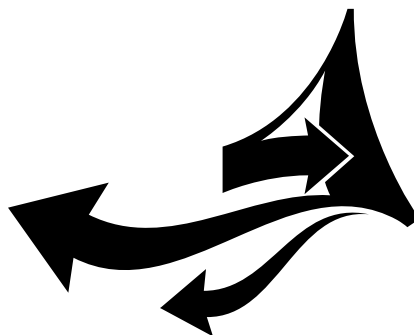


Character Creation Quick Reference

Step 1: Concept, Loyalties (10 pts.) and Affiliation

Spend 10 points between the following eight Loyalties.

- › **Community:** Caring about a neighborhood or city
- › **Comrades:** Caring about friends and connections
- › **Humanity:** Caring about your fellow humans
- › **Love:** Caring about a particular individual
- › **Justice:** Caring about serving the idea of justice
- › **Perfection:** Caring about perfecting one's Skills
- › **Self:** Caring only about protecting one's self
- › **Truth:** Caring about revealing secrets



Affiliations

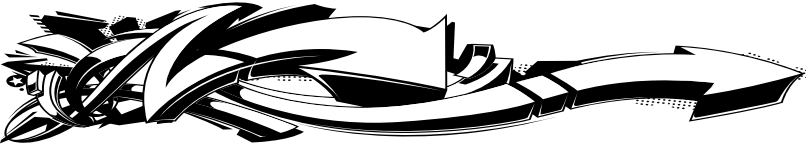
- › **Unaffiliated (16 BP):** No Affiliation
- › **Changelings (12 BP):** AMPs who consider themselves non-humans
- › **Seekers of Enlightenment (12 BP):** Those seeking the truth behind AMPs
- › **Typhoon (12 BP):** Organized chaos in the criminal world
- › **United Human Front (12 BP):** Working with humans to fight the AMP Threat

Step 2: Choose Skills (35 pts.)

Spend 35 points between the following twenty-two Skills.

- › **Athletics:** Performing physical tasks
- › **Beast Handling:** Interacting with animals
- › **Crafts:** Taking apart and putting together items
- › **Deception:** Mastering the art of lying
- › **Discipline:** Mental strength and concentration
- › **Empathy:** Recognizing emotional states (including one's own)
- › **Fighting:** Hand-to-Hand fighting, unarmed or with weapons
- › **Fortitude:** Measuring an AMP's toughness
- › **Intimidation:** Scaring or browbeating others
- › **Intuition:** Ability to make great guesses on the fly
- › **Knowledge:** General knowledge of things in the world
- › **Marksmanship:** Being able to hit a target at a distance
- › **Medicine:** Knowledge of the medical arts, treating wounds, etc.
- › **Might:** Using one's physical strength to solve problems.
- › **Perception:** Skill for observing one's environment
- › **Performance:** Putting on a great show and other creative works
- › **Persuasion:** Getting what you want through creative negotiation





- **Speed:** Measuring how fast a character can push themselves to go
- **Stealth:** Hiding or moving without notice
- **Survival:** Wilderness training or navigating other environments
- **Technology:** Mastery of computers and other technology
- **Travel:** Knowing how to get from place to place, like piloting or driving

Step 3: Choose Strain, Powers (6 pts.) and Augments

Choose one of 9 Strains and spend 6 points on power levels. For every two levels taken in a power, the character receives one Augment.

- **Blasters:** Manipulators of energy (pg. 75)
- **Bulks:** Enhanced abilities (pg. 86)
- **Elementals:** Manipulators of the elements (pg. 94)
- **Ferals:** Gaining animalistic powers (pg. 108)
- **Mindbenders:** Mental powers that attack or effect others (pg. 117)
- **Psychs:** Mental powers that affect the AMP themselves (pg. 127)
- **Shapers:** Manipulators of various things around one's self (pg. 136)
- **Shifters:** AMPs who can transform their own bodies (pg. 146)
- **Travelers:** Powers that allows quick movement from one place to another. (pg. 155)

Step 4: Spend Bonus Points (12 or 16 pts.)

Spend 12 or 16 points on Gifts (Variable Cost), Skill Levels (1 BP), Specialities (1 BP), power levels (3/4/5 BP), Augments (2 BP) and Loyalties (2 BP). Drawbacks may be taken to gain up to 10 BP in addition to the BP received inititally.

Step 5: Record Integrity, Juice and Movement

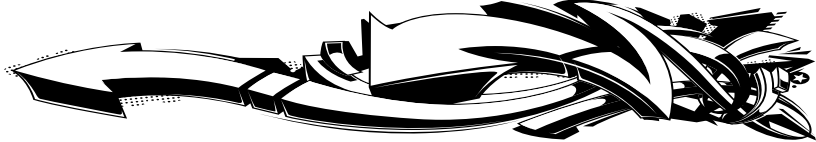
Caulcate major measurements of the AMP.

- **Integrity:** (Fortitude)+10
- **Juice:** 3, unless they have the Extreme Gift (pg. 56)
- **Movement:** (Athletics + Speed)+5
- **Sprinting:** (Movement)x15
- **Jump:** Horizontal = (Athletics + Might)+4, Vertical = (Horizontal)/2
- **Strength:** Athletics + Might
- **Carry/Lift:** 50 lbs. +25lbs. per Might level (Lift = Double Carry)
- **Initiative:** Intuition + Speed

More Experienced Characters

The previous chapter has detailed how to create a "starting" character, a Rookie. However, the GM may choose to start players off at a higher level. Use the chart below to help balance:

Experienced +10 BP	Veteran +20 BP	Hero +30 BP
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Character Creation Example

Step 1: Concept, Loyalties and Affiliation

Step 2: Choose Skills

Step 3: Choose Strain, Powers and Augments

Step 4: Spend Bonus Points

Step 5: Record Integrity, Juice and Movement

Step 1: Concept, Loyalties and Affiliation

Concept

After reading the majority of AMP: Year One and getting a real feel for the system, Kristen decides on the kind of character she wants to play. She definitely wants a smooth talker, but one who has flashy powers to use if her words don't work. Kristen takes a moment to think of a background and name for her character.

Kenzie Black grew up always knowing how to talk her way out of anything, whether it was the bullies taking her lunch money, the boys who tried to coax their way into her heart or the taxman coming around looking for his cut. She was able to climb the corporate ladder without resorting to the more demeaning methods other women stooped to around her. When her powers appeared, she saw them as just another weapon to get ahead in life, but hesitated when a shadowy figure appeared, warning her of using them too openly. That was just fine... she always worked best with her secrets intact.

Loyalties

Now that Kristen has a good idea of her character, she looks to Loyalties, which gives an idea of what Kenzie cares about, and thinks about how to spend her 10 Loyalty points. The first thing she decides is that Kenzie cares a lot about herself, spending 4 points in Self. She also spends 2 points in Justice to reflect Kenzie's need to get even with those who cross her and 2 points in

Perfection, then shading in Level 1 and the boxes next to Persuasion and Intimidation, showing that Kenzie knows how to influence others. She spends her last 2 points in Truth, knowing that Kenzie likes to track down a secret.

Affiliation

For now, Kristen wants to keep Kenzie Unaffiliated, which means she gets 16 BP to spend when she gets to that step.

Step 2: Choose Skills

Kristen goes down the list of Skills and chooses which ones would be most important to her concept. She first decides that Kenzie needs most of the direct communication skills represented, so Beast Handling, Deception, Intimidation and Persuasion are high on her list so she can fast-talk anyone/anything. She decides to put 4 points into each, which leaves her with 19 points left.

Discipline is the next Skill Kristen thinks will be important, as it gives Kenzie mental willpower. She puts 3 points into Discipline and 3 points into Speed to reflect that she is forthright and fast on her feet. This leaves her with 13 points left.

Now Kristen considers how Kenzie will fight and decides she'll be primarily a distance fighter, so she spends 3 points in Marksmanship and 2 points in Athletics, also taking a Specialty in Thrown Weapons for 1 point. This leaves her with 7 points left.

To round off her character, Kristen chooses to put 3 points in Perception, as Kenzie is very aware of her surroundings, 2 points in Empathy so she can better understand others' motives, and 2 points in Technology to reflect her ability to use tech.



Step 3: Choose Strain, Powers and Augments

Since Kenzie's powers are flashy, Kristen's first choice is to make her a Blaster, an AMP who uses energy as a weapon. She chooses Flux as Kenzie's Primary power with Electricity as her Energy Type and then decides to also take Enhancer as a Secondary power. Kristen has 6 points to place into them, so she puts 4 points into Flux and 2 points into Enhancer.

Characters gain Augments at even levels, so Kristen can now select two Augments for Flux and one Augment for Enhancer. She chooses Energy Effect (E1) and Energy Travel (T3) for Flux, which makes Kenzie's aura cause the Energy Type Effect every time and allows her to travel along electrical lines. Kristen then takes Conductor (T2) as her Augment for Enhancer, allowing Kenzie to negate damage and give Juice to comrades in one Action.

Step 4: Spend Bonus Points

Kristen gets 16 Bonus Points (BP) to spend to raise various aspects of her character, so she starts looking at her options. Looking at Gifts, she is drawn to the Untraceable Gift, which gives penalties to others to find info on her. She puts 2 points into that Gift. Kristen also wants Kenzie to be able to use her looks to get ahead, so she buys her the Attractive Gift for 2 BP. Money is a factor for her character too, so she spends 3 points on Wealth. This leaves her with 9 BP.

Her next step is to look at improving Kenzie's powers; seeing the Power Focus Gift can reduce the Cost of her Energy Travel by 1, Kristen spends 2 BP on that Gift. She also thinks Kenzie will be a bit of a show-off with her powers, so she takes the Power Addict Drawback worth 4 BP to reflect that in spite of the initial warning Kenzie received, she'll use her powers to get through as many problems as possible. She would

have only had 7 BP left, but gaining another 4 points, she now has 11 BP.

With a few more points to spend now, she buys the Unreadable Gift for 2 BP, leaving her with 9 BP to spend. Having decided she's done with Gifts and Drawbacks, Kristen wants to look at other options. She decides to spend 3 BP to raise her Flux to Level 5, giving her a better check when using the power. After checking out her Energy Travel Augment, she sees it uses the Travel Skill. So far, she hasn't spent any points on that Skill, so she spends 4 BP on a one-for-one basis to boost Travel to Level 4.

Kristen only has 2 BP left to spend, so she decides to use it to raise her Truth Loyalty to Level 3. With that, all of her BP are gone and she has successfully customized Kenzie the way she wants.

Step 5: Record Integrity, Juice and Movement

Now is the time to take all the values Kristen has chosen for Kenzie and add them up. This starts with Integrity, which is her Fortitude +10. Because she didn't spend any of her points on Fortitude, Kenzie simply has Integrity 10.

Starting Juice, just like most AMPs, is 3.

Kenzie's Movement is equal to her Athletics + Speed + 5, which gives her Movement 10. She doesn't have the ability of Super Speed or Flight, so this value is good for now.

Moving to Combat Bonuses, Kenzie's Initiative is her Intuition + Speed for a total of +3. Her Carry/Lift weights are 50/100 due to no points spent in the Might Skill. Her Strength Bonus is +2 (Athletics + Might).

Kenzie is now complete. Kristen can join her group and start her character's journey to greatness!



Handle: Special K Sap Name: Kenzie Black Player: Kristen
Primary Strain: Blaster Starting Juice: 3 Affiliation: Unaffiliated
Description: Attractive brunette with long hair and the voice of an angel. Often seen in business attire and working long nights at the office.
Personality: Always looking out for #1, but can be fun if you're on her good side.
Kenzie is always waiting for her chance to strike.

XP (Total)

XP (Spent)

SKILLS

☐ Athletics		3	4	5	6	7	8	9	10
☐ Beast Handling				5	6	7	8	9	10
☐ Crafts	1	2	3	4	5	6	7	8	9
☐ Deception				5	6	7	8	9	10
☐ Discipline			4	5	6	7	8	9	10
☐ Empathy		3	4	5	6	7	8	9	10
☐ Fighting	1	2	3	4	5	6	7	8	9
☐ Fortitude	1	2	3	4	5	6	7	8	9
☒ Intimidation					6	7	8	9	10
☐ Intuition	1	2	3	4	5	6	7	8	9
☐ Knowledge	1	2	3	4	5	6	7	8	9
☐ Marksmanship			4	5	6	7	8	9	10
☐ Might	1	2	3	4	5	6	7	8	9
☐ Medicine	1	2	3	4	5	6	7	8	9
☐ Perception		3	4	5	6	7	8	9	10
☐ Performance	1	2	3	4	5	6	7	8	9
☒ Persuasion					6	7	8	9	10
☐ Speed			4	5	6	7	8	9	10
☐ Stealth	1	2	3	4	5	6	7	8	9
☐ Survival	1	2	3	4	5	6	7	8	9
☐ Technology		3	4	5	6	7	8	9	10
☐ Travel				5	6	7	8	9	10

POWERS

Primary

Flux (Electricity)

				6	7	8	9	10
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Core Ability

Spend 1 Juice to create Aura that deals 2 damage when touched.

Also acts as AR 5 against Electricity

Augments

Energy Effect (E1) - Causes Energy Type effect every time

Energy Travel (T2) - Travel along power lines within Travel + Flux Miles.

Secondary

Enhancer (Electricity)

		3	4	5	6	7	8	9	10
--	--	---	---	---	---	---	---	---	----

Core Ability

Add (Enhancer/2) to power checks. May gift Juice to others with a touch.

Augments

Conductor (T2) - Negate energy damage and spread half damage as Juice to comrades.

Tertiary

	1	2	3	4	5	6	7	8	9	10
--	---	---	---	---	---	---	---	---	---	----

Core Ability

Augments

SPECIALTIES

Thrown Weapons

LOYALTIES

Community	1	2	3	4	5	
Comrades	1	2	3	4	5	
Humanity	1	2	3	4	5	
Justice				3	4	5
Love	1	2	3	4	5	
Perfection				3	4	5
Self						5
Truth					4	5

COMBAT and MISC.

Initiative +3 Strength Bonus +2

Carry/Lift 50 / 100 AR

Movement: Normal 10 Running 150

Jump H/V / / Flight

Favored Attacks Check Damage

Juice

Max: 10

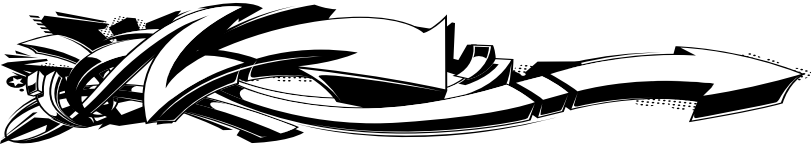
Current:

INTEGRITY



Pain Penalties

► **Loyalties:** Spend 10 points ► **Affiliation:** Choose Unaffiliated (16 BP) or Changelings, Seekers of Enlightenment, UHF or Typhoon (12 BP)
► **Skills:** Spend 35 points, Specialties cost 1 point, Levels 9 and 10 cost 2 points ► **Powers:** Choose Strain and one associated power for Primary power.
Spend 6 points between Primary, Secondary and Tertiary powers. Gain one Augment at even Levels. ► **Bonus Points:** Spend 12 or 16 points on Gifts (Variable), Skill Levels (1 BP), Specialties (1 BP), Power Levels (3 BP), Augments (2 BP - Primary only), Loyalties (2 BP). Can gain up to 10 BP from Drawbacks.
► **Integrity:** Fortitude + 10 ► **Movement:** Normal - Athletics + Speed + 5, Running - (Normal) x1.5, Jump - (H) Athletics + Might + 4 ft, (V) Horizontal/2
Initiative: Intuition + Speed ► **Carry/Lift:** 50 lbs. + 25 lbs per Might Level (Lift Double) ► **Strength Bonus:** Athletics + Might, ► **Juice** starts at 3



Chapter Three:

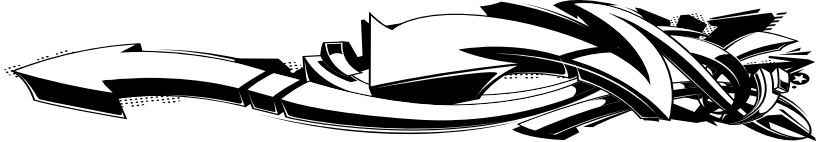
Strains and Powers

Chapter Three: Strains and Powers

Formatting

- › **Name:** What the power is called.
- › **Check:** Skills used in most cases, though Tricks may have their own checks involved. Listed as “None” if power is passive.
- › **Range:** How far the power extends. Some are listed in Range values Short Range/Medium/Long (pg. 182). Line of sight means the AMP must be able to see the location or target clearly. Self indicates it works on the AMP only, while Touch means they can use it on others with a touch (pg. 174).
- › **Duration:** How long the power lasts, usually listed in minutes or hours, but can have other listings as well.
 - **Instant:** Ability is used and then ends instantly. It either works or it doesn’t.
 - **Scene:** It lasts as long as the characters are in the current Scene.
 - **Battle:** Once activated, the power automatically stops at the end of Battle, when adrenaline drops. If they fight one fight after another, they must still activate it for each individual battle.
 - **Concentration:** The AMP must actively use the ability and if they stop, then the ability ends. Taking other Actions while in Concentration creates a -3 penalty to all checks.
 - **Support (X):** The power activates, but needs another trigger for it to occur. For instance, charging one’s fist means their next attack would take the benefit of the energy. X equals how many times the ability can occur before it fades.
- **Reaction:** Similar to Instant, but specifically used as a response to an attack.
- **Permanent:** Some effects occur and become permanent.
- › **Resistance:** If the target cannot resist or if the effect only affects the AMP, it is listed as None. Tricks that a target cannot resist do not list a Resistance at all. If the target can resist the power, this lists the most common Resistance Skill Combos.
 - **Dodge:** Quite simply getting out of the way. Follows normal combat rules.
 - **Dodge/Block:** Same as above, but if in close combat, the target may be able to Block instead.
 - **Dodge/Find Cover:** Same as above, but the GM can sometimes deem the character needs to use the Find Cover Reaction against certain ranged powers, based on circumstances.
 - **Strength:** Target may break the power’s hold on them with a Strength check, similar to a Break Grab Action.
 - **Mental Trauma (Discipline + Empathy):** Many things that affect the mind can be resisted.
- › **Core Ability:** The base ability the character receives when they select it as their power. Read carefully, as it may give bonuses to checks as well.





- **Augments:** Each power has additional abilities that either enhance their Core Ability (Enhancements or E) or are off-shoot abilities (Tricks or T). GMs can allow the use of Enhancements after activation as well. Numbers listed are the Juice cost for the Augment and can have a cost of 0. For instance, “E0” means the Augment changes the Core Ability but is free, while “E2” means it costs 2 Juice to enhance the power. However, a listing of “T2” means it costs 2 Juice to use the Augment, but does not require Juice to be spent on the Core Ability in order to use. Enhancements can be reduced to a 0 cost with Gifts or Augment slots, but Tricks always have a minimum of 1 Juice cost. **Note:** Enhancement Augments can affect either Core Abilities or Trick Augments, where appropriate.

- **Enhancements vs. Tricks:** An Enhancement shares the Check, Range, Duration and Resistance values of the Core Ability it enhances. Tricks, however, have their own values, which make them unique. It is listed as “Core Ability” if their value matches that of the Core Ability.

Blastar Powers

Battery	Bolt
Constructs	Enhancer
Flux	Vampire

Battery

Check: None

Range: Self

Duration: Scene

Resistance: None

Core Ability: The AMP becomes a living battery, storing energy better than anyone else. Battery raises the maximum Juice they can hold by 1 per Level. For example, with Battery 4 and AMP can hold up to 14 Juice (instead of 10).

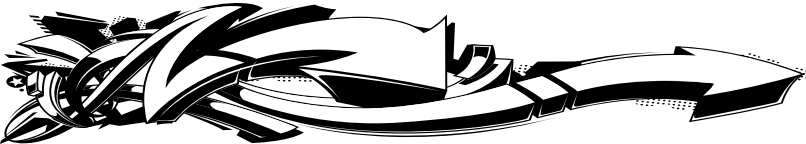
They may also absorb their chosen Energy Type to create instant Juice at a rate of 1 Juice per damage (even if it's Brutal) that would have been dealt, up to (Battery)/2 or 1 Juice every 10 minutes of exposure to a strong source of their Energy Type. For example, an AMP with Battery 4 (Cold) hit with a Cold Bolt could absorb up to 2B damage and convert it to 2 Juice points instantly, while taking the other 2B damage normally. They could also spend some time in a freezer, gaining 1 Juice every 10 minutes. A Blaster with Battery (Gravity) could likewise gain additional Juice from falls high enough to cause damage and would probably go skydiving on occasion; just as a Blaster with Sound frequents loud concerts to fill their Juice coffers. These AMPs would not gain Juice from the normal everyday exposure to gravity or regular conversations; their exposure must be extreme.

Blastar Powers

Using Powers and Augments

- **Passive Use:** Most powers simply cause an effect to happen without a check. If this effect does not have a target or the target is the AMP themselves, it works if the character spends the appropriate amount of Juice. This includes powers to create force fields or armor, dig tunnels or prepare for future checks (i.e. gain a bonus to your next check).
- **Reflexive Use:** Some powers and Augments adjust a check or trigger in reaction to certain circumstances. In these cases, the character uses it reflexively, without needing to use an Action or Reaction. This includes the Luck power that affects a check or Augments that read similar to “If you are hit by the same attack twice...”
- **Targeted Use:** If the power targets someone who is capable of getting out of the way, the DGS-Combo works as normal, using the power as just another Skill. Some powers and Augments have suggested checks listed, but the GM and players are encouraged to come up with the best fit for their usage. For instance, the Fault Line Augment requires a Fighting + Earth check.





Augments

Tricks

Enhancements

- **Boost Juice (E2):** Their Juice stretches farther. Spending the cost applies 3 Juice to use a power of their choice. Cost of this Enhancement cannot go below E1.
- **Wave (E2):** Must have Beam. When using Beam, they instead release energy in an erratic burst, causing 4 damage to everything within range. **Range:** (Battery)x5 ft. radius.

Beam (TI)

Check: Battery + Marksmanship

Range: (Battery + Perception)x5 ft.

Duration: Instant

Resistance: Dodge/Find Cover

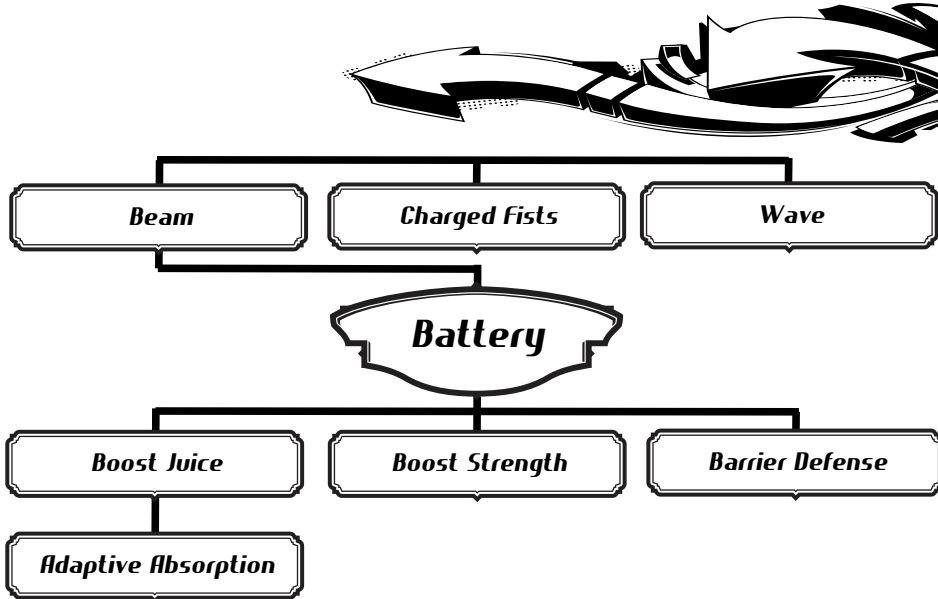
Effect: Blasts their chosen energy at a target with a +2 bonus and and deals 2B damage on a hit. Energy Effects occur normally.

Energy Types (Blasters Only)

When a character becomes a Blaster, they attune to a certain type of energy. The differences between a Fire Bolt and a Sound Bolt are more than just thematic, because each possesses a special effect in addition to the damage dealt. Once a player selects their AMP's Energy Type, it extends to any Blaster power they learn and cannot be changed. The following effects are in addition to damage dealt by the power itself.

- **Cold:** Cold energy freezes its target, covering it in a layer of frost. On a roll of a Natural 18-20, living targets incur a -2 penalty to physical checks for (Level)/2 Rounds from frostbite. Non-living targets suffer a -4 penalty.
- **Fire:** Fire energy takes the form of a beam of heat or even fireballs, burning with intense flames. A Natural 18-20 starts a fire that deals 1B, +1B per Round until the fire is put out or the target gets away. Living targets' clothes burn, while striking a building may cause someone to call the fire department.
- **Force:** Force energy is often invisible, but hits targets like a brick wall. Targets who get a Natural 1-3 on their 1d20 for a Reaction against Force Energy are immediately Knocked Back (Power Level + Might) ft. and Knocked Down, requiring a Prepare Action to stand up, in addition to normal Critical Failure effects.
- **Electricity:** Usually appearing as crackling lighting, Electricity shuts down their target. Often hard to control, wielders of Electricity suffer a -2 penalty to attack checks, but if they roll a Natural 18-20 when attacking, their target is stunned and loses their next Turn. Hitting a mechanical target effectively fries its circuits, causing it to shut down entirely.
- **Gravity:** Often invisible, use of Gravity affects the weight of things it strikes. With a Natural 18-20, the target's Movement is reduced by 2 for (Power Level)/2 Rounds. This effect is cumulative up to -10 Movement, and the target cannot move at all if reduced to Movement 0 in this way.
- **Light:** Beams of energy illuminate the area when used, up to a (Level)x5 ft. radius. With a Natural 18-19, the target of an attack is dazed and suffers a -2 penalty to their next check. On a Natural 20, the target and everyone within 10 ft. (not the AMP) suffers this penalty as the blast creates a blinding flash.
- **Sound:** Appearing as waves blasting through the air, Sound is highly effective against objects. When used against a non-living target, the AMP considers a Natural 18-20 a Critical Success (instead of just 20). This effect applies even if used underwater.





Barrier Defense (T2)

Check: None

Range: Self

Duration: Battle

Effect: The AMP emits stored energy as a personal force field, granting them AR 3/2.

Charged Fists (T2)

Check: None

Range: Self

Duration: Battle

Effect: Must have Beam. Energy swirls around the AMP's fists, giving them +2 damage in close combat.

Boost Strength (T3)

Check: None

Range: Self

Duration: Battle

Effect: The AMP uses their stored energy to strengthen their muscles. This Trick adds (Battery + Current Juice) to Might checks and grants +1 damage in close combat.

Adaptive Absorption (T4)

Check: None

Range: Self

Duration: Scene

Effect: Must have Boost Juice. The AMP converts energy to Juice normally, but can now convert ANY Energy Type. In addition, their primary Energy Type now restores 2 Juice per damage done, instead of 1. Cost for this Augment cannot be any less than T2.

Bolt

Check: Bolt + Marksmanship

Range: (Bolt + Intuition + Perception)x5 ft./x10 ft./x20 ft.

Duration: Instant

Resistance: Dodge/Find Cover

Core Ability: Bolt is the staple ability of Blasters, allowing the AMP to fire bolts of energy (of their chosen type) at their enemies. Many Blasters release their Bolt from their hands, but others blast Fire from their eyes or Sound with a scream. They make a check to hit and deal damage according to their current level:

Level 1 to 3	2B
Level 4 to 6	3B
Level 7 to 9	4B
Level 10	5B

The AMP may also spend 1 Juice to add +2B damage to their shot, making it extra deadly. Juice must be spent before making their check.

Augments

Enhancements

- **Brittle - Cold (E1):** After striking a target wearing armor or a non-living target, it leaves them vulnerable. The next attack on the target deals +2 damage or permanently reduces AR by -1/-1.



- › **Disorient - Sound (E1) or Electricity (E2):**
In addition to damage, the target also suffers a -3 penalty to their next action.
- › **Homing Blast (E1 per added Dodge):**
The AMP's Bolt chases the target around, forcing them to Dodge multiple times. Cannot be reduced lower than E1.
- › **Potent (E1):** The AMP takes extra care to make their shot count. The die range for Energy Type Effects extends: 18-20 becomes 16-20, and 1-3 becomes 1-5.
- › **Pyromaniac - Fire (E1):** Guarantees the Fire Effect on the shot. Even non-flammable items succumb to the character's flame.
- › **Shove - Force (E1) or Sound (E2):** If the Bolt hits, the target is Knocked Back (Bolt + Might) ft., forcing a Resistance check against the attack check to stay standing. If the target smashes into a wall or other obstacle, it may deal additional damage. **Resistance:** Strength.
- › **Eruption (E2):** Must have Shockwave and Potent. The energy is no longer controlled when using Shockwave. Instead, the AMP allows their body to explode with energy, deal-

ing +2B damage to everything within a wider Range. Targets may still Dodge, but suffer a -2 penalty. **Range:** (Bolt + Might)x10 ft. radius.

Tricks

Illuminate - Light (E0) or Fire (TI)

Check: None

Range: (Bolt)x10 ft.

Duration: Scene

Effect: Instead of firing the Bolt, the AMP holds it in their hand to illuminate the area. This instantly eliminates any penalties from darkness.

Charged Blast (TI)

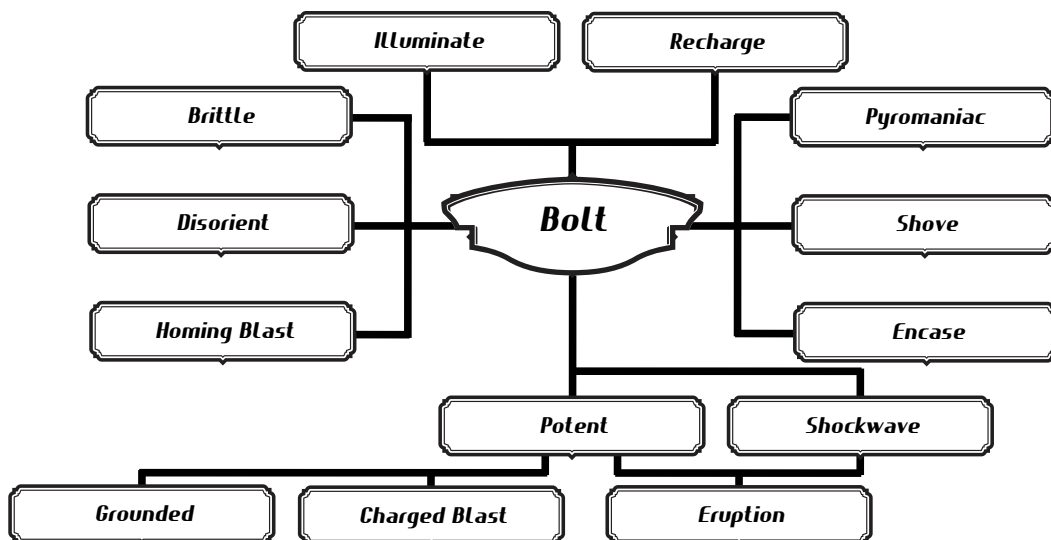
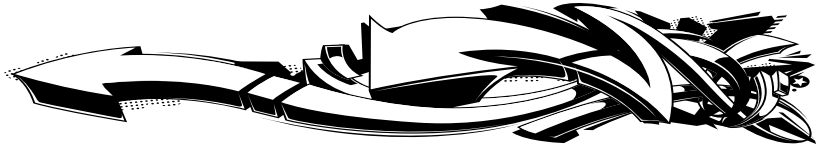
Check: None

Range: Self

Duration: Support (1)

Effect: Must have Potent. The AMP stores up the energy of their Bolt and loses their Turn. On their next Turn, however, they receive a +4 bonus to hit their target and their Bolt deals (Bolt damage)x2 if they are successful. Boost damage does not double.





Encase - Cold (T1 per Size) or Gravity (T2 per Size)

Check: Core Ability

Range: Core Ability

Duration: (Bolt) Rounds

Resistance: Dodge/Find Cover

Effect: Encases their target in a layer of energy, rendering items useless and people motionless until the encasement ends or is broken. Targeted Strike penalties still apply if attempting to hit smaller targets. If the victim's comrades attempt to break them out, the encasement has (Bolt + Crafts) Integrity with AR 2/1. Size rules found on pg. 182.

Recharge - Electricity (T1) or Light (T2)

Check: None

Range: Touch

Duration: (Bolt)x10 minutes

Effect: The AMP is never without their important devices. The Trick instantly recharges any electrical item low on battery, jumps a car, or makes objects that normally require electricity function without a power source for the Duration.

Grounded - Gravity (T2) or Force (T3)

Check: Core Ability

Range: Core Ability

Duration: (Bolt) Rounds

Resistance: Dodge/Find Cover

Effect: Must have Potent. The AMP weighs their target down, giving them a (Bolt + Crafts) penalty to Movement. If they are reduced to 0 Movement, the target is stuck in one spot and cannot take any Actions. Those with Acceleration, Flight or Teleporting can spend 1 Juice to break the hold on them.

Shockwave (T3)

Check: Bolt + Fortitude

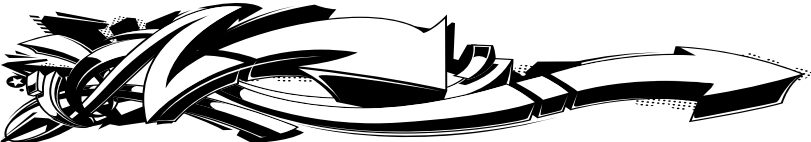
Range: (Bolt)x10 ft. radius

Duration: Instant

Resistance: Dodge/Find Cover

Effect: Instead of the usual beam of energy, the AMP releases their Bolt in a wave, inflicting damage and Energy Type Effects normally on anyone and anything within Range. No one is safe, as the AMP can no longer direct this blast.





Constructs

Check: None
Range: Self
Duration: Scene
Resistance: None

Core Ability: The AMP actually crafts energy into tools, objects, weapons and even strange lifeforms. No matter the Energy Type, their final product is always visible. They can spend 1 Juice to create items for simple tasks, adding (Constructs) to appropriate Skill checks, but these are unusable in combat. For example, Constructs adds to a Crafts check if they create a set of tools or to a Performance check if they craft perfect audio amplification. If surrounded by an ample supply of their chosen Energy Type, the cost of Augments is automatically reduced by 1, to a minimum of 1 (i.e. Sound Constructs at a concert or Fire Constructs near a bonfire). In combat, creating a Construct item counts as a Prepare Action.

Augments

Enhancements

- › **Weaponized (E0):** Items created are sturdy enough to be a melee weapon of the AMP's choice, which mimics the stats of its mundane counterpart. Energy Type Effects occur normally while attacking.
- › **Construct Cage (E1):** Must have Wall. The wall now targets an area, trapping anyone within it inside an energy cage. Integrity raises to ((Constructs)x2)+5. **Resistance:** Dodge/Find Cover.

Tricks

Appendage (T1)

Check: None
Range: Self
Duration: Scene

Effect: The AMP creates energy appendages. Crafting extra arms adds (Constructs)/2 to Block checks, while wings may allow the AMP to fly at Movement +5. The GM and player should discuss other Appendage types and

what possible benefits they may provide, using other powers as examples.

Wall (T1)

Check: None
Range: (Constructs + Discipline)x5 ft.
Duration: Instant

Effect: The AMP forms a wall of energy with (Constructs)x2 Integrity. When brought to 0 Integrity, the Energy Type Effect occurs automatically. The wall can come in any shape, but is limited in size to (Constructs)x100 sq. ft.

Armor (T1)

Check: None
Range: Self
Duration: Battle

Effect: Must have Wall. The AMP creates a suit of energy armor, giving (Constructs)/2 Temporary Integrity. While protected by this Armor, all energy damage is halved.

Energy Gatling (T1)

Check: Constructs + Marksmanship
Range: (Constructs + Discipline)x5 ft./x10 ft./x20 ft.
Duration: Instant
Resistance: Dodge/Find Cover

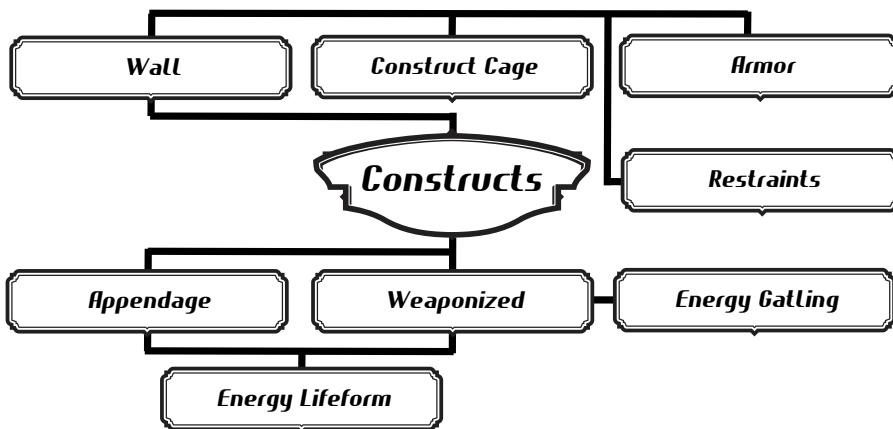
Effect: Must have Weaponized. Creates a rapid firing energy gun that fires and then disappears. The AMP makes one attack check for up to (Constructs)/2 targets, dealing 3B damage per target if they succeed. Each target reacts separately.

Restraints (T2)

Check: Constructs + Crafts
Range: (Constructs + Discipline)x10 ft.
Duration: Battle
Resistance: Strength

Effect: Must have Wall. Whether it's a giant hand or chains latching the target to the ground, it makes the target immobile and gives them a -3 penalty to all Reactions. The target(s) may make a reflexive Resistance check on their Turn to negate these penalties temporarily. The AMP may reattach the Restraints or switch targets with their next Action without having to spend Juice again.





Energy Lifeform (T3)

Check: None

Range: (Constructs)x5 ft.

Duration: Scene

Effect: Must have Weaponized and Appendage. The AMP creates a creature of living energy that acts as the AMP commands. The Lifeform ignores damage from the Energy Type of their creation and takes half damage from other energy attacks. It also has (Constructs) x2 Integrity, which dictates the creature's size. For example, a Lifeform with Integrity 4 may be the size of a squirrel, while a Lifeform with Integrity 20 is closer to three stories tall. The Lifeform deals +4 damage and uses the AMP's (Constructs) for all checks (Single Skill). The creature is only semi-alive, so it has no emotions and can follow only one-step commands. The Energy Type Effect occurs automatically if the Lifeform is destroyed. A Fire Lifeform and everything around it would suddenly burst into flames, while a Light Lifeform instantly blinds those looking in its direction.

Enhancer

Check: None

Range: Touch

Duration: Instant

Resistance: None

Core Ability: Usually regarded as a support ability, the Enhancer power - the capability to fuel other powers - is one of the most impressive things in the world. Learning first how to

amplify their own abilities, the AMP may automatically add (Enhancer)/2 to any checks to use powers they possess. The AMP may also gift up to (Enhancer) points of Juice per Round to another AMP with a touch.

Augments

Enhancements

- **Distance Enhancer (E1):** No longer needs to touch to transfer Juice, but must still see their target. **Range:** (Enhancer)x5 ft.
- **Double Trouble (E2):** Bonus to power checks is (Enhancer), instead of (Enhancer)/2.

Tricks

Boost Strength (T1)

Check: None

Range: Self

Duration: Instant

Effect: The AMP charges their muscles with energy, adding (Enhancer) to a Might check or gaining +2 damage to an attack. This Trick is reflexive.

Boost Power (T2)

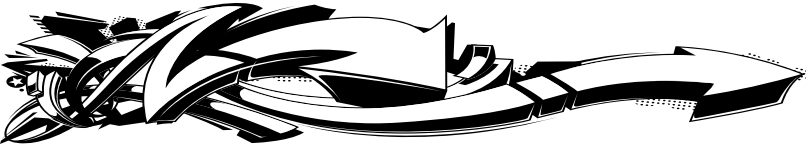
Check: None

Range: Touch

Duration: Instant

Effect: Must have Boost Strength. Intensifying any power in their presence, the AMP doubles the 1d20 die result on a check to use a power. This Trick is reflexive.





Conductor (T2)

Check: None
Range: (Enhancer + Intuition) ft.
Duration: Reaction

Effect: If struck with energy, the AMP negates all damage and spreads half the damage they would have taken as Juice to their comrades. The AMP chooses how much Juice each AMP receives. If no AMPs are in the area to receive the Juice, it simply dissipates, as they cannot use this Trick on themselves.

Overload (T3)

Check: Enhancer + Discipline
Range: (Enhancer)x5 ft.
Duration: (Enhancer)/2 Rounds
Resistance: Mental Trauma

Effect: Must have Distance Enhancer. Target is filled with so much energy they are stunned (no Actions or Reactions) for the Duration unless they successfully resist.

Ultimate Power (T4)

Check: None
Range: Touch
Duration: Instant
Effect: Must have Boost Power. Multiplies one value (i.e. Duration, Range, Damage, etc.) of another AMP's power by x5. This could make a Bolt topple a building, an AMP with Acceleration appear as if they are teleporting or an AMP with Authority dominate hundreds of people at a time. Cost cannot fall below T3.

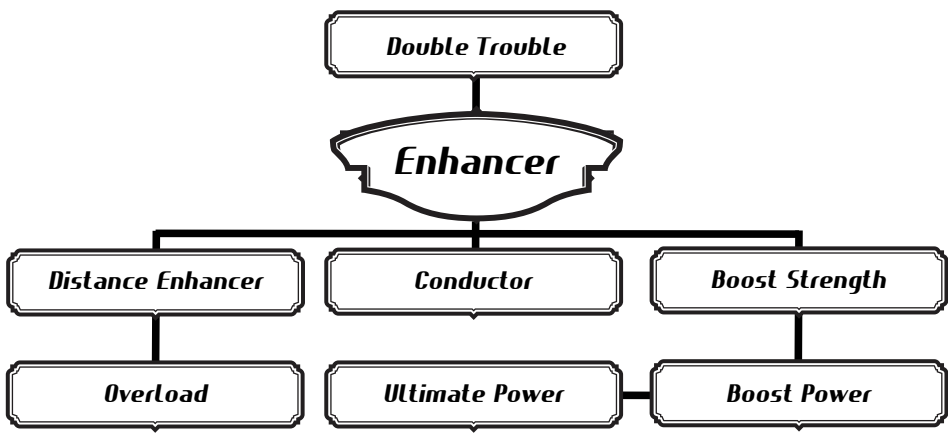
Flux

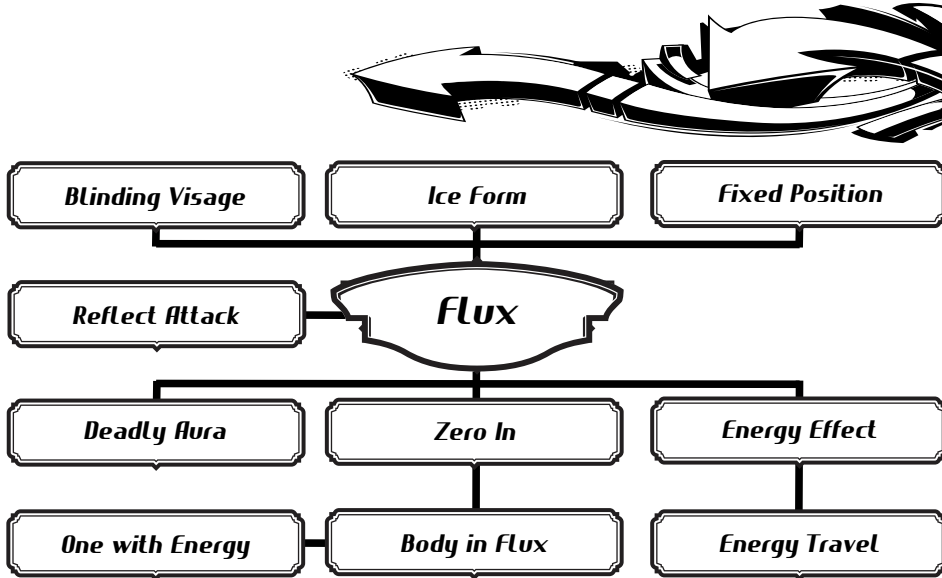
Check: None
Range: Self
Duration: Scene
Resistance: None

Core Ability: The AMP surrounds themselves with an aura of their chosen Energy Type, each appearing in its own way (i.e. Light may appear as a glow, while Electricity may surge around them). This Flux moves along with them like a second skin. They summon their Flux by spending 1 Juice and deal damage to anyone who touches them or attacks them unarmed according to their level:

Level 1 to 3	1 damage
Level 4 to 6	2 damage
Level 7 to 9	3 damage
Level 10	4 damage

The AMP also adds this extra damage to their own unarmed close combat attacks. For protection, this power also applies (Flux) as AR against their chosen Energy Type (i.e. Fire soaks fire damage, while Cold makes them immune to negative effects of cold environments).





Augments

Enhancements

- › **Deadly Aura (E1):** Flux damage becomes Brutal.
- › **Energy Effect (E1):** Activates Energy Type Effect every time someone touches them (no longer conditional). **Duration:** Battle.
- › **Blinding Visage - Light (E1):** Light shines brightly, making it harder to focus on or hit the AMP using this power. Attackers suffer a (Flux) penalty to attack checks. **Duration:** Battle.
- › **Ice Form - Cold (E1):** Covers the AMP in Ice, making them tougher with AR against any attacks. Level 1 to 3 = AR 1/1, Level 4 to 6 = AR 2/2, Level 7 to 9 = AR 3/3, Level 10 = AR 4/4. **Duration:** (Flux)/2 Rounds.
- › **Fixed Position - Gravity (E1):** Grants a +5 bonus against attempts to inflict Knock Down or Knock Back on the AMP. If successful, they receive a +2 bonus to their next attack against the same attacker.
- › **One with Energy (E2):** Must have Body in Flux. Their body becomes energy itself, giving them the ability to fly at Movement +10. **Check:** Flux + Travel for flight maneuvers.

Tricks

Zero In (T1)

Check: None

Range: Self

Duration: Instant

Effect: When the AMP is hit by a close combat attack, they release a small amount of their aura and attach it to their attacker. Instead of dealing Flux damage to their attacker, they can receive double that damage as a bonus to their next attack. For instance, an AMP with Flux 4 would normally deal +2 bonus damage, but can instead gain a +4 bonus to their next attack. This Trick is reflexive.

Body in Flux (T2)

Check: None

Range: Self

Duration: Reaction

Effect: Must have Zero In. The AMP becomes partially made of energy for a brief moment, negating a single attack on them. Cannot be used against an attack with a Natural 20 or area attacks.

Reflect Attack - Force (T2)

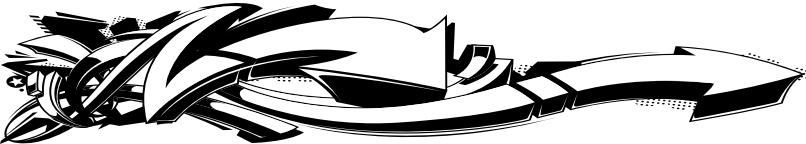
Check: Flux + Speed

Range: Self

Duration: Reaction

Effect: An AMP surrounded with Force may turn an attacker's momentum against them, reflecting punches, kicks and even bullets back





at them. The target must make a Reaction against their own attack check to avoid damaging themselves.

Energy Travel - Electricity or Sound (T3)

Check: Flux + Travel

Range: Self

Duration: Instant

Effect: Must have Energy Effect. With Electricity, they may travel through electrical lines to anywhere the current flows. With Sound, they literally become sound, traveling in an instant. Travel Range is (Travel + Flux) miles. A failed Moderate (20) check means the AMP arrived "near" their target location, but slightly off.

Vampire

Check: Vampire + Medicine

Range: Touch

Duration: Instant

Resistance: None

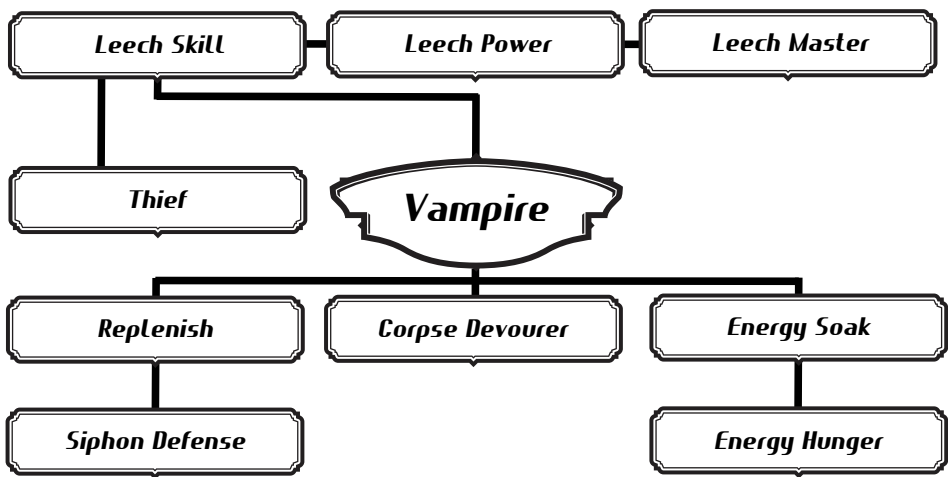
Core Ability: One of the most sinister powers; the AMP becomes an energy vampire. They may take 1 damage (cannot be negated) to steal another's Juice with a Moderate (10) check. A success means the target instantly loses 1 Juice, +1 Juice per Boost, and it transfers to the AMP. Juice gained cannot exceed the AMP's maximum Juice or the current Juice of the target. If the target has no Juice (just ran out or is a Sap), Integrity is drained instead and

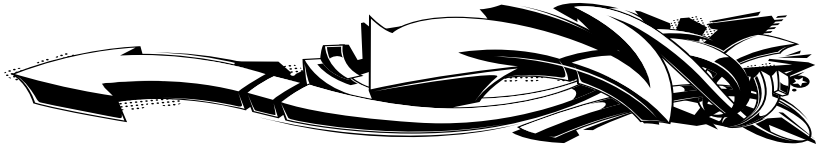
transformed into Juice on a 2-for-1 basis. AMPs who also possess Regeneration must take Brutal damage to use this Core Ability, as their body actively fights against Integrity loss.

Augments

Enhancements

- **Replenish (E0):** Drained Juice can be used to replenish the AMP's own Juice or heal 1 damage in any combination. Healing Brutal damage requires 2 stolen Juice.
- **Siphon Defense (E0):** Must have Replenish. When struck with an unarmed close combat attack that deals at least 3 damage, the AMP may activate their Core Ability to steal Juice from the attacker.
- **Corpse Devourer (E0):** The AMP may simply drain any remaining Juice a just-slain target might have had left, without the need for a check.
- **Energy Hunger (E1):** Must have Energy Soak. Energy Soak now negates all damage from an energy attack and converts half the damage they would have taken into Juice for the AMP.
- **Thief (E3):** Must have Leech Skill. When using Leech Skill or Leech Power, the target loses access to the stolen Skill or power while the AMP possesses it. This Enhancement cannot be used with Leech Master.





Blaster Powers

Tricks

Leech Skill (T1)

Check: Vampire + Knowledge

Range: Touch

Duration: Scene

Resistance: Fortitude

Effect: The AMP can mimic abilities of another. They choose a Skill the target possesses and instantly know that Skill at the same level. For instance, the AMP could touch a world-renowned pianist to perform just as expertly. Only affects one target at a time. If the AMP has taken Juice from the target in the same Scene, the target suffers a -4 penalty to their Resistance check. This Trick only affects standard Skills, not powers.

Energy Soak (T1)

Check: None

Range: Self

Duration: Reaction

Effect: Those with Energy powers should beware a Vampire. When struck with an energy attack, the AMP only takes half damage (rounded up) and remainder converts into Juice.

Leech Power (T2)

Check: Vampire + Discipline

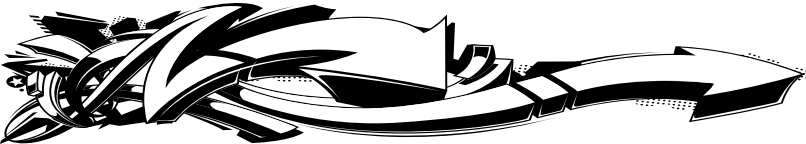
Range: Touch

Duration: Scene

Resistance: Fortitude

Effect: Must have Leech Skill. The AMP absorbs the essence of the target, giving them access to powers. If successful, they now have one power at (Level)/2, and have access to one Augment the target possesses per Boost. The target may still use their power, but at only (Level)/2. If the AMP has taken Juice from the target in the same Scene, the target suffers a -4 penalty to their Resistance check. Only affects one target/one power at a time.





Leech Master (T4)

Check: Vampire + Fortitude

Range: Touch

Duration: (Vampire) Rounds

Resistance: Fortitude

Effect: Must have Leech Power. The AMP gains all Skills and powers equal to their target's proficiency, matching them in any and every Action. Only affects one target at a time. The target retains their abilities, but are only at half efficiency. If the AMP has taken Juice from the target in the same Scene, they suffer a -3 penalty to their Resistance check. Cannot be reduced below T2 cost.

Bulk Powers

Acceleration	Behemoth
Biomorph	Evasion
Invulnerability	Regeneration

Acceleration

Check: None

Range: Self

Duration: Scene

Resistance: None

Core Ability: The AMP moves faster than normal people and can complete tasks much quicker, automatically adding (Acceleration) to Speed (which also increases Initiative and Movement). For 1 Juice, the AMP can move even quicker -- traveling up to (Movement x Acceleration). For example, an AMP with Movement 10 and Acceleration 3 would boost their speed to Movement 30. While Sprinting, enemies suffer an additional (Acceleration) penalty to hit the AMP.

In addition, when someone attempts to use an Interrupting Action on the AMP's Turn in combat, they cannot, unless the interrupter also has Acceleration, then it resolves normally.

Augments

Enhancements

- **No Obstacle (E0):** Run over water, on walls or even on ceilings. If they stop moving, gravity takes hold normally.
- **Fast Tasks (E1):** Complete tasks in a fraction of the time. Time required lessens by more than half, depending on the nature of the task. Disassembling a complex engine might take only 30 minutes, while painting a room may only take seconds. If they read a book quickly, they may gain up to a +3 bonus to Knowledge, but this bonus reduces by 1 per hour, as they eventually forget the information. Cannot fall below E1 cost.

Tricks

Rapid Strikes (TI-5)

Check: None

Range: Self

Duration: 1 Round

Effect: Their speed grants the ability to deliver devastating blows in combat. For each Juice spent, they receive a +3 bonus to Fighting for attacks.

Me First (TI)

Check: None

Range: Self

Duration: Instant

Effect: The AMP acts first for the Round, regardless of Initiative checks. If two or more AMPs use Me First at the same time, they resolve Initiative normally against each other, both still acting before everyone else. This Trick is reflexive.

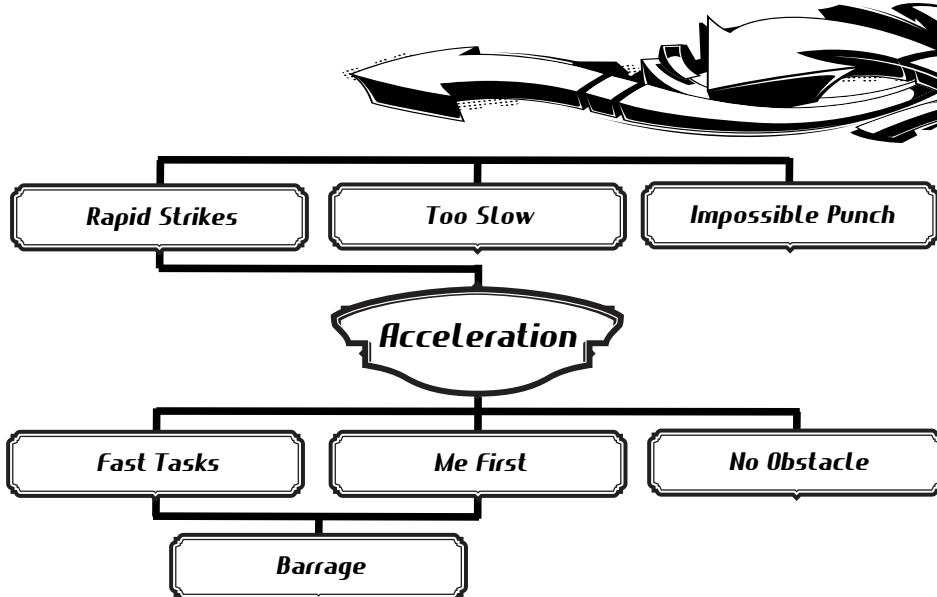
Too Slow (TI)

Check: None

Range: Self

Duration: Reaction

Effect: Must have Rapid Strikes. An attack on the AMP simply misses, no matter how good the check was or how much damage it would have done. Does not apply to area attacks.



Impossible Punch (T2)

Check: Acceleration + Fighting

Range: One target

Duration: Instant

Resistance: Dodge/Block

Effect: Must have Rapid Strikes. The AMP builds enough momentum to release a punch with extreme force, with a +3 bonus to hit and dealing 4 damage (Boost 4) if successful. The target must also make a contested Might + Speed check or they are Knocked Back (Acceleration + Might)x5 ft.

Barrage (T4)

Check: None

Range: Self

Duration: 1 Round

Effect: Must have Fast Tasks and Me First. The AMP can take (Acceleration)/2 additional Actions at no penalty. These actions can only be used on physical or close combat tasks or powers that affect these tasks (no ranged combat or fast thinking).

Behemoth

Check: None

Range: Self

Duration: Permanent

Resistance: None

Core Ability: The AMP exhibits super strength, allowing them to lift cars, jump long distances, or otherwise crush their enemies. When performing feats of strength, the AMP adds (Behemoth)x2 to Might checks and +50 lbs. to their Carry value per Behemoth level. They also add (Behemoth)/2 to all close combat damage, making them true powerhouses in combat. For example, an AMP with Behemoth 5 would receive +10 to Might checks, +250 lbs. to Carry value and +2 close combat damage.

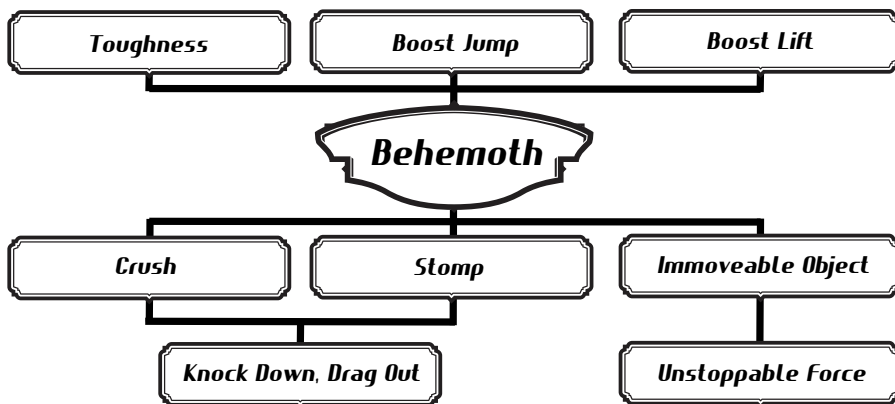
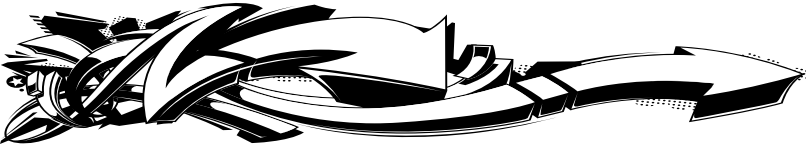
Bulk Powers

Augments

Enhancements

- **Crush (E1-3):** After a successful attack, the AMP adds +1 damage (up to +3). This Enhancement is reflexive.
- **Unstoppable Force (E2):** Must have Immoveable Object. The AMP receives double the bonus for attacking after a Sprint/Rush Action (pg. 175) and a +4 bonus against any effect that would stop them moving.





Chapter Three: Strains and Powers

Tricks

Boost Jump (TI-5)

Check: None

Range: Self

Duration: Scene

Effect: The AMP boosts their jumping ability to span incredible distances. Each Juice spent raises the multiplier for their normal distance (i.e. x2, x3, x4, x5, x6). They may only spend up to (Behemoth)/2 Juice on this Trick. For instance, an AMP with Behemoth 6 could spend 3 Juice to jump at x4 their distance.

Boost Lift (TI-5)

Check: None

Range: Self

Duration: Scene

Effect: The AMP boosts their already impressive lifting power. Each Juice spent raises the multiplier for their (Behemoth) bonus to Might checks (i.e. x3, x4, x5, x6, x7). They may only spend up to (Behemoth)/2 Juice on this Trick. For instance, an AMP with Behemoth 4 could spend 2 juice to raise their bonus to Might to (Behemoth x4).

Toughness (TI-5)

Check: None

Range: Self

Duration: Scene

Effect: The AMP pumps their muscles to become tough. Gains +2 Temporary Integrity per Juice spent. They may only spend up to

(Behemoth)/2 Juice on this Trick. For instance, an AMP with Behemoth 5 could spend 2 Juice for +4 Temporary Integrity.

Stomp (TI, +1 for penalty)

Check: Behemoth + Fighting

Range: (Behemoth)x10 ft. radius

Duration: Instant

Resistance: Dodge

Effect: They stomp the ground to create a shockwave. Anyone standing on the ground is Knocked Back (Behemoth) ft. and Knocked Down, requiring a Prepare Action to get back up. For +1 Juice, targets suffer a -5 penalty to their Resistance check. Flying targets are immune.

Immoveable Object (TI)

Check: None

Range: Self

Duration: Battle

Effect: The AMP becomes immune to attacks that would create a Knock Down or Knock Back effect. Attempts to do so reflect back on the attacker. For example, trying to ram the AMP finds the attacker Knocked Down instead.

Knock Down, Drag Out (T2)

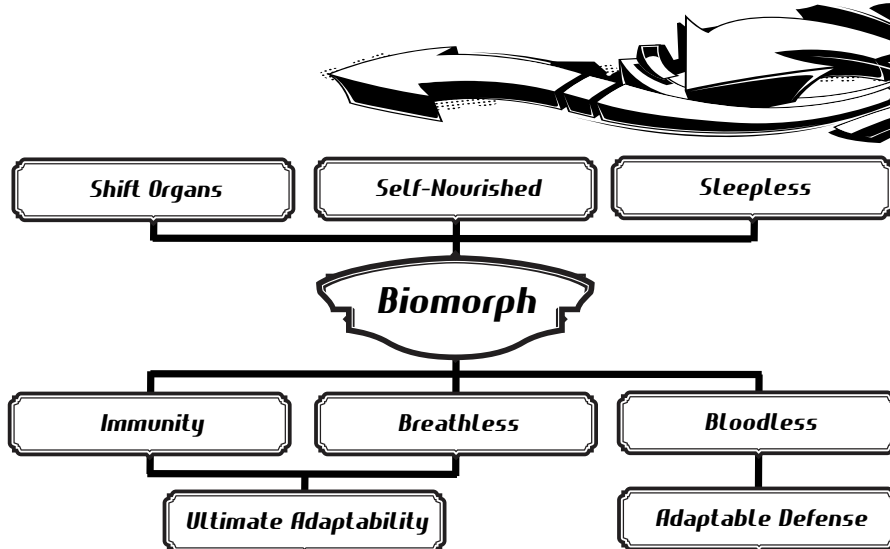
Check: None

Range: Self

Duration: Battle

Effect: Must have Stomp and Crush. Everytime the AMP connects with a close combat attack, their opponent must make an opposed Strength check against the attack check or be Knocked Back and Knocked down (Behemoth)x5 ft.





Biomorph

Check: None

Range: Self

Duration: Permanent

Resistance: None

Core Ability: The control of physiology can make the AMP an adaptive being, capable of surviving in most (if not any) situation. They automatically add (Biomorph)x2 to Fortitude-based Resistance checks (i.e. vs. Disease, vs. Poison or vs. Knock Out).

As a Primary power, the AMP may also reflexively convert Integrity to Juice on a 1-for-1 basis, pushing their body beyond its natural limits. As a Secondary or Tertiary power, this is done on a 2-for-1 basis. If the AMP also has Regeneration, they must take Brutal damage to convert Integrity to Juice, as their body actively fights against Integrity loss.

Augments

Enhancements

- **Bloodless (E0):** No matter how much damage the AMP takes, they do not bleed.
- **Breathless (E0):** Removes the need to breathe, allowing them to exist in an environment with no air (i.e. underwater).
- **Self-Nourished (E0):** The AMP no longer needs to eat or drink anything, and does not suffer deprivation penalties due to lack of food and water.
- **Sleepless (E0):** No longer needs to sleep. No penalties for staying up 24/7.

Tricks

Immunity (T1)

Check: None

Range: Self

Duration: Scene

Effect: This Trick makes the AMP immune to one type of Fortitude-based harm. This allows them to survive a pit full of snakes (Immune to Poison) or remove the worry of Infection (Immune to Disease).

Shift Organs (T1)

Check: None

Range: Self

Duration: Instant

Effect: The AMP shifts their organs to avoid potentially life-threatening attacks. Brutal damage from an attack is taken as normal damage instead. This Trick is reflexive.

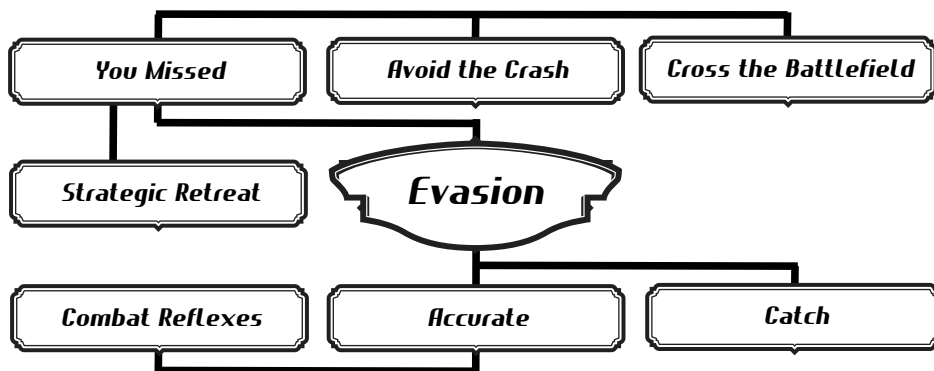
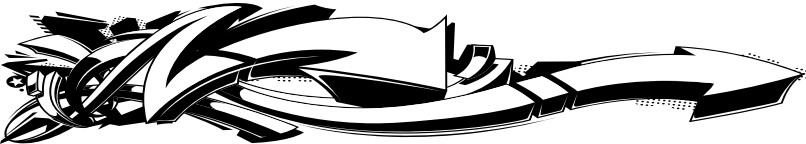
Adaptable Defense (T2)

Check: None

Range: Self

Duration: Battle

Effect: Must have Bloodless. Their ability to adapt also means avoiding future damage. When taking damage from a specific kind of attack (i.e. a punch/kick or an energy blast), the AMP instantly becomes immune to this kind of attack from the same target, no matter how good their opponent's check or how much damage it would have dealt.



Ultimate Adaptability (T3)

Check: None

Range: Self

Duration: Scene

Effect: Must have Breathless and Immunity. With this Trick, the AMP becomes the exact kind of being that can survive in their current environment. Not only does this remove all environmental, terrain or regional penalties and damage which may have applied, but they feel so at home that they may use their Community Loyalty. This could mean anything from surviving the terrible terrain of the jungle (heat, insects, snakes) or conditions of the frozen north (cold, frostbite, sinking into snow), but can also make them safe in an irradiated area or even zero gravity.

Evasion

Check: None

Range: Self

Duration: Battle

Resistance: None

Core Ability: The AMP can react quicker than others, dodge impossible attacks and gain incredible accuracy. They become immune to Surprise Attacks and add (Evasion)/2 to Initiative, always sensing danger the moment before it occurs.

Their extra alertness also grants them the ability to avoid attacks easily. By spending 1 Juice, they may add (Evasion)/2 to all Reactions for the Battle. This ability may be used reflexively.

Augments

Enhancements

- › **Accurate (E1):** Add (Evasion)/2 to an Action, instead of a Reaction. This cannot fall below E1 cost. **Duration:** Instant.
- › **Strategic Retreat (E1):** Must have You Missed. When using You Missed, the AMP also runs, leaps or otherwise ends up (Movement)x2 away from their attacker.
- › **Combat Reflexes (E2):** Must have Accurate. Every time the AMP rolls a Natural 18-20 on a Reaction check, they can make a Free counterattack at the attacker.
- › **Avoid the Crash (E2):** Must have You Missed. You Missed now works against area of effect attacks. The AMP may also regain 2 Integrity or may make a Free counterattack. This cannot fall below E1 cost.

Tricks

You Missed (T1)

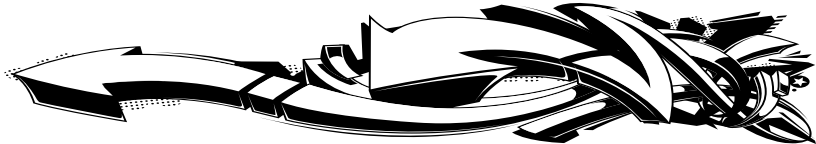
Check: None

Range: Self

Duration: Reaction

Effect: An attack on the AMP simply misses, no matter how good the check was or how much damage it would have done. This does not apply to area of effect attacks.



**Catch (TI)****Check:** None**Range:** Self**Duration:** Reaction

Effect: The AMP catches anything in the air near them, which can stop arrows or even a bullet from striking themselves or a friend.

Cross the Battlefield (TI)**Check:** None**Range:** Self**Duration:** Concentration

Effect: Must have You Missed. While the AMP is taking a Sprint/Rush Action, enemies cannot hit them. Bullets, explosions and any other attacks simply miss them until they stop moving or reach their destination.

Invulnerability**Check:** None**Range:** Self**Duration:** Permanent**Resistance:** None

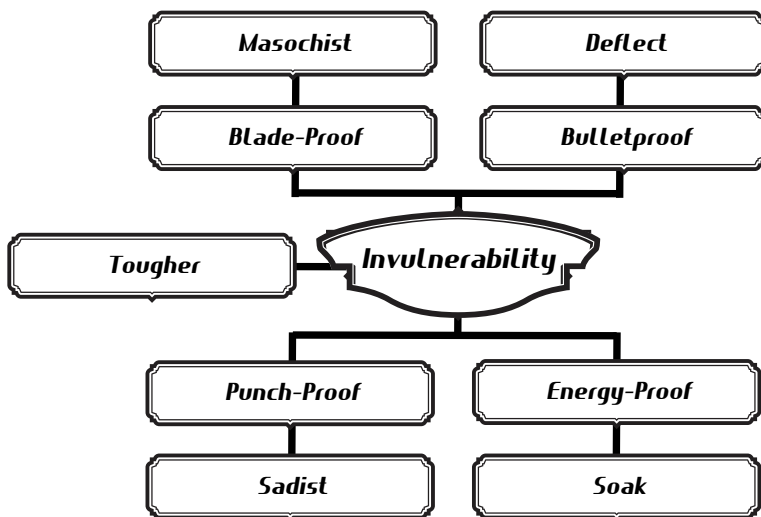
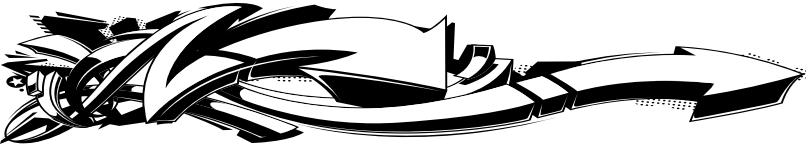
Core Ability: The AMP is incredibly tough, to the point of being able to negate damage almost entirely. First, Invulnerability is added

when calculating the AMP's Integrity. In addition, they may spend 1 Juice to negate damage from an attack directly, up to (Invulnerability)/2. For example, an AMP with Invulnerability 5 would have +5 Integrity and could negate up to 2 damage from any attack for 1 Juice.

Augments**Enhancements**

- › **Blade-Proof (E0):** Take half damage from bladed weapons. Applied before any AR or damage negation.
- › **Bulletproof (E0):** Take half damage from firearms. Applied before any AR or damage negation.
- › **Punch-Proof (E0):** Take half damage from bludgeoning attacks. Applied before any AR or damage negation.
- › **Energy-Proof (E0):** Take half damage from energy attacks. Applied before any AR or damage negation.





Chapter Three: Strains and Powers

Tricks

Tougher (T1)

Check: None

Range: Self

Duration: Battle

Effect: The AMP's skin becomes as hard as steel and grants AR 2/2.

Masochist (T1)

Check: None

Range: Self

Duration: Instant

Effect: Must have Blade-Proof. This Trick instantly heals half of any damage dealt from an attack, just to show there is a lot more they can take. This Trick is reflexive, but cannot be used if the attack brings them to Integrity 0 or below.

Sadist (T1)

Check: None

Range: Self

Duration: Support (1)

Effect: Must have Punch-Proof. This Trick adds half of any damage taken as a bonus to the AMP's next attack. Effect is cumulative if the AMP sustains multiple attacks before their own attack.

Soak (T2)

Check: None

Range: (Invulnerability)x10 ft.

Duration: Battle

Effect: Must have Energy-Proof. The AMP's presence dilutes the effectiveness of energy as a weapon, halving damage from all energy attacks within Range (even if not directed at the AMP). Only inflicts 1/4 damage if it hits the AMP.

Deflect (T2)

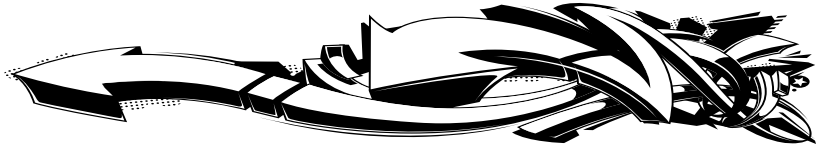
Check: None

Range: Self

Duration: (Invulnerability) Rounds

Effect: Must have Bulletproof. Ranged attacks are negated entirely with this Trick, negating all damage they might have done. Their opponent learns quickly that close combat is a necessity. Cannot be reduced lower than T2.





Regeneration

Check: None

Range: Self

Duration: Scene

Resistance: None

Core Ability: The AMP can heal from almost any injury, obtaining the gift of accelerated cellular regeneration. When healing, they heal an additional (Regeneration)/2 Integrity at normal intervals. For instance, an AMP with Regeneration 4 would heal 5 damage per hour of rest or 3 per hour of light activity (instead of 3 and 1). In addition, they add (Regeneration) to any checks against Death and bounce back to Integrity 1 -- ignoring any Consequences -- with a success.

Their aging also slows to a rate of 1 year for every (Regeneration) years that pass, allowing them to outlive other AMPs. For example, an AMP with Regeneration 5 would age 1 year for every 5 years that pass.

Augments

Enhancements

- **Healing Factor (E2):** Their healing rates are increased, recovering normal damage every minute (instead of every hour) or Brutal damage every hour (instead of every day). **Duration:** Until completely healed.

- **Regrow Head (E2):** Must have Regrow Limb. Now, Regrow Limb works even for the AMP's head. The process for their head takes 15 - (Regeneration) minutes.

Tricks

Rush of Health (TI-5)

Check: None

Range: Self

Duration: Instant

Effect: The AMP knows how to mend their own skin through will alone, instantly healing 2 damage or 1B damage for each Juice spent.

Seal Wounds (TI)

Check: None

Range: Self

Duration: Battle

Effect: This Trick removes all current Bleeding effects, and the AMP is now immune to any further Bleeding for the Duration.

Painless (TI)

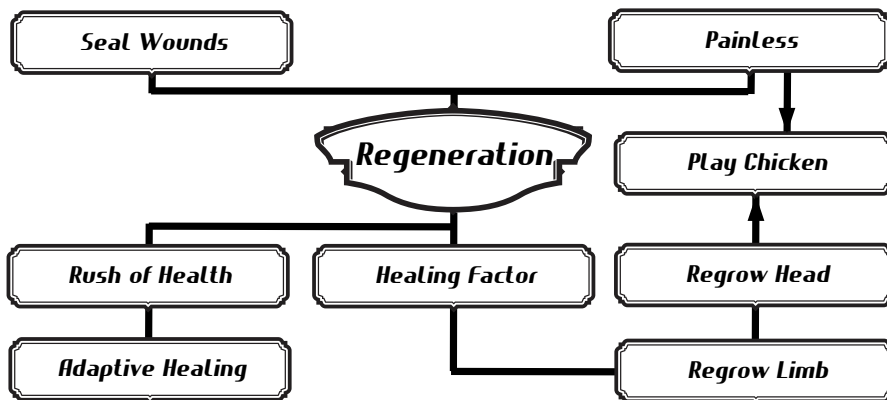
Check: None

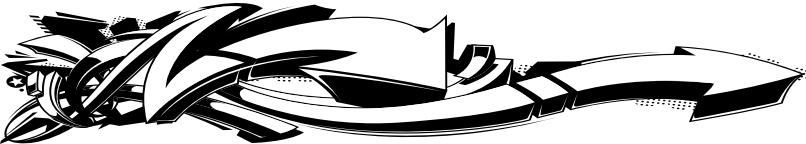
Range: Self

Duration: Battle

Effect: This removes all Pain effects from the AMP by pumping their body with adrenaline to overcome them. They are also now immune to further Pain for the Duration.

Bulk Powers





Regrow Limb (T2 or 3)

Check: None
Range: Self
Duration: Concentration

Effect: Must have Healing Factor. The AMP can now regrow lost limbs and organs by willing their body to regenerate. They must use 2 Juice to regrow an eye, hand, foot, hair or other small body part or 3 Juice to regrow an arm, leg or other larger piece. The process takes 10 - (Regeneration) minutes. For example, an AMP with Regeneration 6 needs 4 minutes to regrow a limb. This does not work for the head.

Adaptive Healing (T2)

Check: None
Range: Self
Duration: Reaction

Effect: Must have Rush of Health. The same trick won't work twice. After taking damage from a certain kind of attack (i.e. a punch, energy blast, rock formation), the AMP can instantly heal all damage done from a second attack of the same type and gain half the damage healed as Temporary Integrity up to (Regeneration). For example, if an AMP with Behemoth hits another AMP that has Regeneration 5 with a second punch that would normally deal another 10 damage, the first AMP may instead negate the damage and gain 5 Temporary Integrity with this Trick.

Play Chicken (T4)

Check: None
Range: Self
Duration: (Regeneration) Rounds

Effect: Must have Regrow Head and Painless. Even in decapitation, their body ignores all Pain penalties and continues to act as if they were still alive until they reach a negative Integrity equal to their maximum Integrity. For example, an AMP with Integrity 15 would be able to fight until they reached Integrity -15. Healing functions normally, but they only suffer Consequences (pg. 187) from damage taken beyond this new limit.

Elemental Powers

Air	Earth
Fire	Metal
Plants	Water

Air

Check: None
Range: Self
Duration: Scene
Resistance: None

Core Ability: Easily the most versatile element, AMPs with this power attune themselves to the very air humans breathe every day. They can easily predict the naturally occurring weather conditions in their area up to (Air) days in advance. The AMP can even face a strong tornado and not be affected by its winds (though they could still be hit with flying objects).

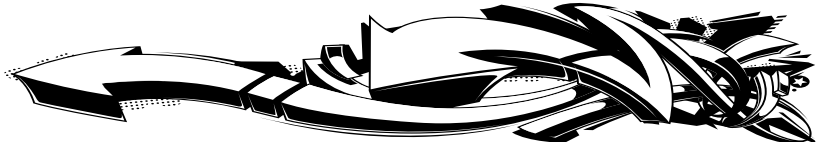
In addition, a breeze is always at their backs, bringing them good luck with ranged activities like throwing a football or firing a gun. They guide ranged attacks on the air, lowering any penalties due to Range, weather or Targeted Strikes by (Air). For example, an AMP with Air 5 firing their gun at someone's hand (-6 penalty) at Medium Range (-2) would make their Marksmanship check at a -3 penalty (instead of -8 as normal).

Augments

Enhancements

- › **Glide (E1):** The AMP uses the wind to double their jumping distance.
- › **Crackling Air (E1):** Must have Electric Fist. Increases the ambient electricity in the air, giving any Electricity attacks or powers a +2 bonus to use/activate and +1 damage.





Tricks

Electric Fist (T1)

Check: None

Range: Self

Duration: Support (2)

Effect: This Trick charges the AMP's fists with electricity. Their next two unarmed attacks deal +2B damage.

Wind Defense (T1)

Check: None

Range: Self

Duration: (Air)/2 Rounds

Effect: Creates a shielding gust of wind to push projectiles off track as they target the AMP. Any ranged attacks on the AMP suffer an (Air) penalty.

Rush of Wind (T2)

Check: Air + Marksmanship

Range: (Air)x10 ft.

Duration: Instant

Resistance: Strength

Effect: Must have Wind Defense. The AMP creates a blast of air to disorient and Knock Back their target (Air + Speed) ft. In addition, the victim suffers a -3 penalty to their next check while they recover. A successful Resistance check means they still suffer the penalty, but are not Knocked Back.

Hardened Air (T2)

Check: Air + Speed

Range: (Air + Discipline)x10 ft.

Duration: (Air) Rounds

Resistance: Strength

Effect: Must have Crackling Air. The AMP increases air density around their target, making it harder to maneuver and move. The target suffers a cumulative -3 penalty to Movement and ranged attacks each passing Round. If a target's Movement falls to 0 in this manner at any time, they cannot move or use ranged weapons.

Lightning Blast (T2)

Check: Air + Marksmanship

Range: (Air)x10 ft.

Duration: Instant

Resistance: Dodge/Find Cover

Effect: Must have Electric Fist. The AMP summons electricity in their hands and fires it at their target with a +4 bonus to attack and dealing 3B damage (Boost 4).

On the Wind (T2)

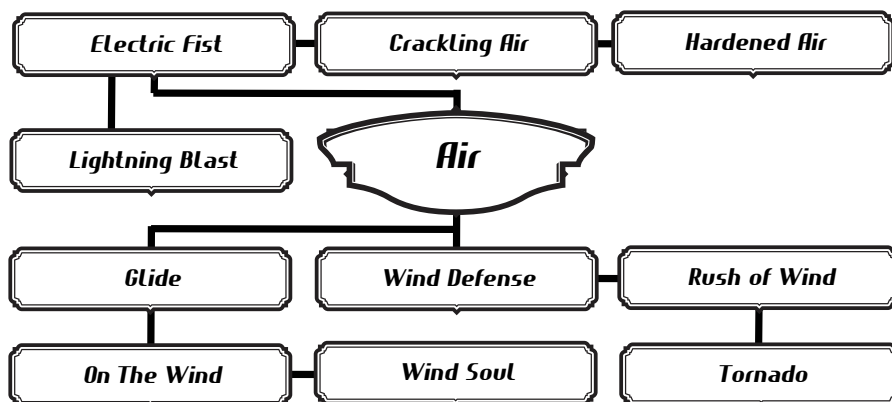
Check: Air + Travel for flight maneuvers

Range: Self

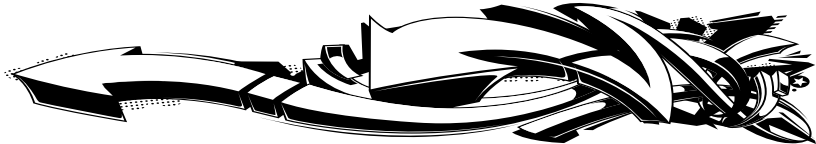
Duration: (Air)x5 minutes

Effect: Must have Glide. The AMP takes flight on a gust of wind, almost looking like they are riding on clouds. Grants the ability to fly at (Movement)+10.

Elemental Powers







Tornado (T4)

Check: Air + Speed

Range: (Air Level)x50 ft. radius

Duration: (Air + Survival) Rounds

Resistance: None/Dodge/Find Cover

Effect: Must have Rush of Wind. Easily the deadliest force of nature, the AMP summons a torrent of incredible wind to ravage the area, destroy nearby buildings and uproot lamp-posts and other small structures/animals. The AMP can maneuver around the affected area without penalty, as if they had On the Wind active (even if they don't currently have that Augment). Anyone flying within the Tornado takes an (Air) penalty to their Travel checks, with a failure sending them face planting into a nearby building or crashing to the ground (Falling damage x2). Anyone on the ground suffers a -3 penalty to all physical checks within the Tornado (unless they themselves have the Air power) and must make a Dodge check against the AMP's original activation check at the start of each Round or take 2 damage from flying debris.

Wind Soul (T4)

Check: Air + Travel for flight maneuvers

Range: Self

Duration: (Air) minutes

Effect: Must have On the Wind. The AMP becomes wind itself, turning into a burst of air to travel quickly and get through any opening air can enter through. The AMP cannot be targeted by physical means, but they are still susceptible to mental attacks. The AMP can take only Knock Back Actions in this form, made with a Wind Soul + Might check during Battle. They also travel at (Movement)x10, allowing them to get to destinations quickly.

Earth

Check: None

Range: Touch

Duration: Instant

Resistance: None

Core Ability: An AMP with the power of Earth is one to reckon with. They are able to move, shape and manipulate the very earth humans walk upon. Their connection allows them to add (Earth) to checks to resist being Knocked Back/tripped or to Might checks for moving objects made of stone, rock or concrete.

In addition, they may spend 1 Juice to harden any object made of earth, adding (Earth) as Temporary Integrity, or make the stone dissolve into sand with a touch, instantly subtracting (Earth) from Integrity, regardless of AR.

Augments

Enhancements

- › **Burrowing (E1):** Instead of simply turning earth to sand, the AMP burrows a tunnel through it, easily creating doorways in stone walls or digging passages underground. The AMP digs at a rate of 20 ft. per minute, wide enough for up to (Earth)/2 people to fit through comfortably. **Duration:** Concentration.

Tricks

Fault Line (T1)

Check: Earth + Fighting

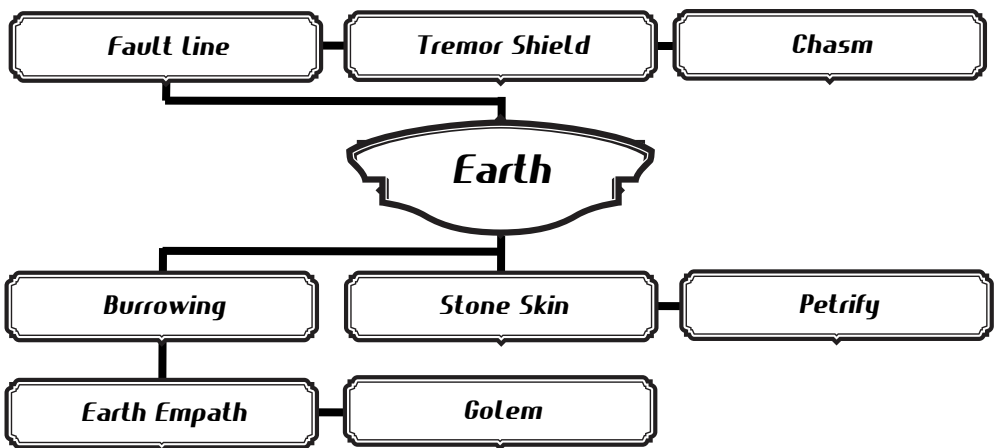
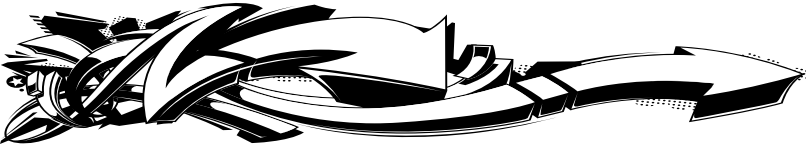
Range: (Earth)x5 ft.

Duration: Instant

Resistance: Dodge

Effect: The AMP stomps the ground to send a fissure of cracking earth and energy toward their target. The AMP has a +3 bonus to their check and deals 4 damage if it hits. Flying targets are immune.





Chapter Three: Strains and Powers

Stone Skin (T2)

Check: None

Range: Self

Duration: Battle

Effect: The AMP's skin turns to rock, making them tough and raising their defensive abilities. Grant AR 2/2 and (Earth)/2 Temporary Integrity.

Earth Empath (T2)

Check: Earth + Persuasion

Range: Self

Duration: 1 Round + 1 Round per Boost

Effect: Must have Burrowing. A strong empathic relationship with the earth means it jumps to protect the AMP. Rocks and stones get in the way of attacks, giving the AMP a number of Free Block Reactions with a +3 bonus according to their level:

Level 1 to 3	1 Free Block
Level 4 to 6	2 Free Blocks
Level 7 to 9	3 Free Blocks
Level 10	4 Free Blocks

These Free Blocks may also protect against Brutal damage attacks without penalty. The Duration extends by 1 Round per Boost the AMP receives on a Moderate (20) check.

Tremor Shield (T2)

Check: None

Range: Self

Duration: Battle

Effect: Must have Fault Line. This Trick surrounds the AMP with the destructive energy of an earthquake. Anytime the AMP is hit in close combat, a wave of force is reflected back at attackers who must React against their own attack check. They take 2 damage if they fail. This Augment does not negate the original damage dealt.

Petrify (T3)

Check: Earth + Survival

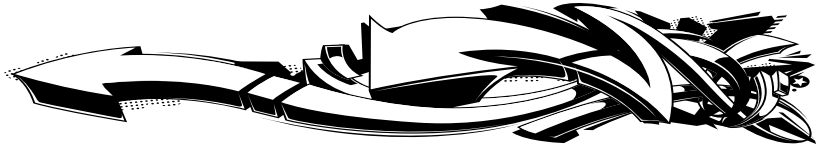
Range: Touch

Duration: (Earth) hours

Resistance: Fortitude

Effect: Must have Stone Skin. The target begins to turn to stone, starting with the point of contact (i.e. the chest if a hit lands, an arm if the attack was Parried or another place if via a Targeted Strike). The target receives +2 Temporary Integrity per Round as they change to stone, but also suffers a cumulative -3 penalty to all actions during the painful transformation (which takes 4 Rounds). Once petrified, the victim is in a state of suspending animation for the remaining Duration. If the AMP is Knocked Out or killed before the 4 Rounds expire, the victim's petrification fades away instantly.





Golem (T3)

Check: Earth + Crafts

Range: Touch

Duration: Scene

Effect: Must have Earth Empath. The AMP gives life to stone to create a servant creature. The Golem has (Earth x2)+4 Integrity and uses the AMP's (Earth) for all checks (Single-Skill), dealing +5 damage and automatic Knock Back of (Earth) ft. if their hits land. The creature is only semi-alive; It does not show emotion and cannot follow more than one-step commands. If the AMP fails a Moderate (20) check to use of this Trick, their Golem's Integrity is halved to (Earth)+2.

Chasm (T4)

Check: Earth + Survival

Range: (Earth)x100 ft.

Duration: Instant

Resistance: Dodge

Effect: Must have Tremor Shield. Creates a serious chasm that splits the ground apart or a sinkhole that swallows the area. Anyone in the area takes 5 damage and risks being swallowed themselves. A success on an initial Dodge check halves damage.

While the AMP's involvement in creating the Chasm is over instantaneously, the aftermath can go on for quite some time. Depending on where the chasm originates, the GM may ask for up to (Earth)/2 (Athletics + Speed) checks to reflect attempts to escape the disaster surrounding them, as buildings topple, boulders fall and secondary sinkholes open. Failure at any one of these checks could mean the victims find themselves trapped under falling debris or Knocked Down, in risk of being swallowed and taking additional damage from being crushed or falling. The AMP who created the disaster may add (Earth) to all their escape checks.

Fire

Check: Fire + Marksmanship

Range: 10 ft. / (Fire)x100 ft. radius

Duration: Instant

Resistance: Dodge/Block

Core Ability: Many confuse a Fire Blaster with a Fire Elemental, but they are very dif-

ferent creatures. Controlling the spirit of fire involves much more than burning people. With a snap of their fingers, the AMP can create a spark strong enough to start a fire with combustible items or deal 1 damage (Boost 6).

The AMP also has the power to regulate their personal temperature to negate penalties due to environment conditions up to (Fire) without the need of special clothing or equipment. For example, a character with Fire 5 operating in the cold where they would normally be at a -6 penalty, only suffers a -1 penalty.

In addition, by spending Juice they can affect the temperature of the immediate area up to a (Fire)x100 ft. radius for the Scene. Each Juice spent increases or decreases the area's temperature by 10 degrees, further alleviating environmental penalties (or creating new ones) for everyone. For example, for 5 Juice, they can increase a room at 10 degrees full of chattering teeth and shaking legs to a moderate 60 degrees, taking away penalties, or drop it to -40 degrees to freeze out anyone sensitive to cold.

Augments

Enhancements

- **Extinguish (E1):** This Augment causes any flames up to Size (Fire)/2 to simply vanish. The AMP can use this multiple times on a bigger fire. If used on a flame generated by another AMP, it halves the effects/damage instead of outright extinguishing it. May be used reflexively.

Tricks

Burn (T1)

Check: Fire + Fighting or Fire + Marksmanship

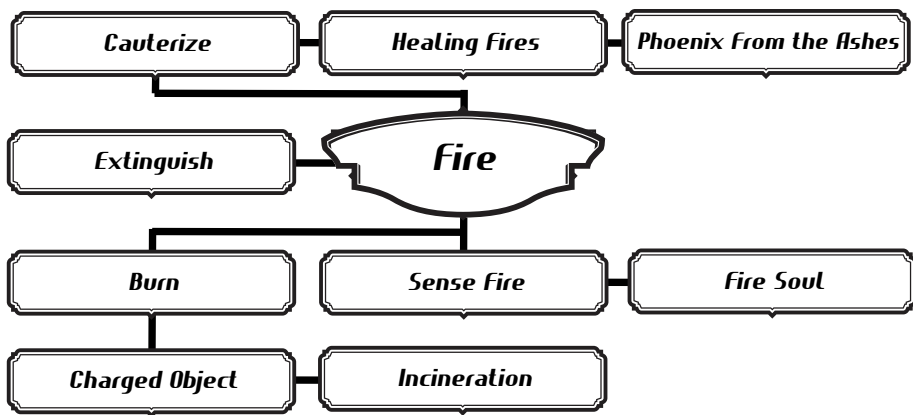
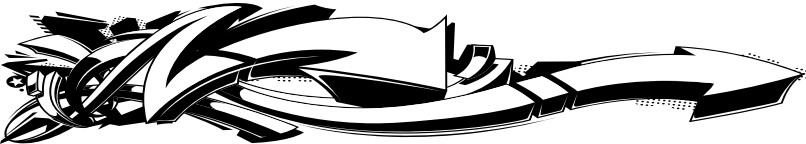
Range: Touch or (Fire)x10 ft.

Duration: Instant

Resistance: Dodge/Block/Find Cover

Effect: The AMP burns their target for +2B damage. This applies to either their next unarmed close combat attack or can be shot for 3B damage at a distance. Fire Energy Effect (pg. 76) occurs normally.





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Sense Fire (T1)

Check: Fire + Perception

Range: (Fire) miles

Duration: Concentration

Effect: The AMP senses any ongoing fire within Range, as well as how long it has been burning and how large it is. With a Simple (10) check, they may also psychically view what is going on around the fire (i.e. listen to campfire stories or search for people trapped in a burning building).

Cauterize (T1)

Check: Fire + Medicine

Range: Self or Touch

Duration: Instant

Effect: Burns open wounds to stop any Bleeding for the target. If they succeed at their Simple (10) check, they also heal 2 Integrity. This does not prevent future instances of Bleeding.

Charged Object (T1)

Check: Fire + Knowledge to detonate

Range: Touch

Duration: Support (1)

Effect: Must have Burn. The AMP charges any mundane item with Fire Energy, making a custom explosive. Some characters throw the item like a grenade, while others leave the charged item in the open as a trap.

The AMP can detonate it at will (within the same Scene), dealing (Fire)/2 damage to everyone within (Fire)x5 ft. of the blast. Targets get to Dodge/Find Cover normally.

Healing Fires (T2)

Check: None

Range: (Fire)x25 ft.

Duration: Instant

Effect: Must have Cauterize. The AMP engulfs the area in blue fire, replenishing (Fire) Integrity for themselves or anyone within Range. This Integrity divides among all intended targets in any way the AMP chooses. For Example, an AMP with Fire 5 could heal 3 Integrity for themselves and 2 for a comrade.

Fire Soul (T3)

Check: Fire + Travel for flight maneuvers

Range: Self

Duration: (Fire + Fortitude) minutes

Effect: Must have Sense Fire. The AMP becomes a being of pure fire, immune to fire damage, able to fly at (Movement)x2, taking half damage from all other energy types and dealing +1B damage with close combat attacks. The Fire Energy Effect (pg. 76) occurs normally for attacks or defense checks.

Incineration (T3)

Check: Fire + Survival

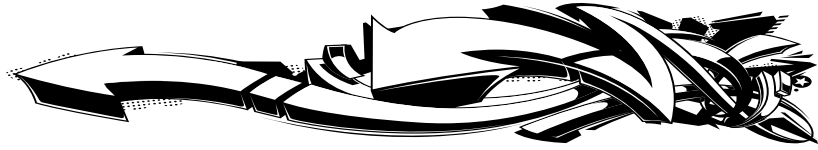
Range: (Fire)x100 ft. radius

Duration: Instant

Resistance: Dodge/Find Cover

Effect: Must have Charged Object. Summons fire from nothing, completely enveloping the area in a wash of flame that deals 4B damage (Boost 4) to everything within Range and creates the Fire Energy Effect automatically. In the wrong environment, these fires can rage on





by themselves for weeks, destroying buildings and scarring people for life. A successful Dodge halves damage.

Phoenix From the Ashes (T4)

Check: None

Range: Touch

Duration: Instant

Effect: Must have Healing Fires. This Trick lets the AMP restore life to almost anything. If used on a person or animal, the target cannot have been dead for longer than (Fire) hours. It restores the person/animal to full Integrity and any scarring disappears.

They can also restore burned objects to their previous glory, summoning the ashes to complete it. For example, the AMP could instantly rebuild a burned down house, or restore a destroyed room to recover evidence from a crime scene. The process takes 1 minute per Size to complete. Cost cannot fall below T2.

Metal

Check: Metal + Crafts

Range: (Metal)x10 ft.

Duration: Scene

Resistance: Dodge/Block

Core Ability: Feeling a connection with metal is a powerful gift in the modern era, as the AMP becomes a master of iron, alloys and magnetism. A city is a dangerous place to face

an AMP with this power. Affecting their personal magnetism, the character adds (Metal)/2 to any attacks with close combat metal weapons or Reactions against metal weapons (close or ranged).

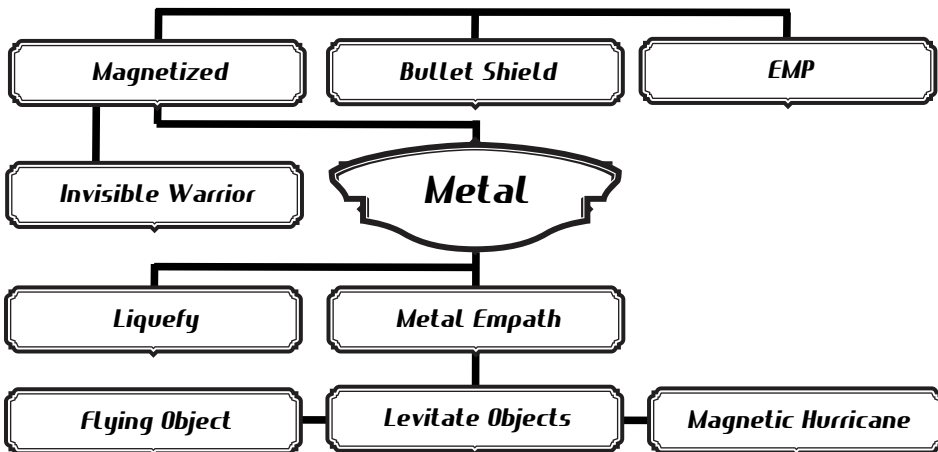
In addition, for 1 Juice per Size, they may bend a metal item to their will, twisting and stretching it into a variety of shapes. For example, they can spend 1 Juice to bend a spoon or another handheld object, while 5 Juice would warp a motorcycle into another shape. Any shaping used to attack inflicts (Metal)/2 damage. If affecting an item someone is holding, riding or wearing, the target suffers a -3 penalty to their Dodge check.

Augments

Enhancements

- › **Magnetized (E1):** (Metal)/2 attack bonus now applies to ranged attacks as well. Firing wooden arrows doesn't count; it will help bullets and other metal projectiles.
- › **Liquefy (E1):** Instead of shaping metal, the AMP simply melts it into a puddle.
- › **Metal Empath (E1):** Connecting with metal in a new way, they may add (Metal) to Crafts checks when manipulating metal components (i.e. metal sculptures or repairing an engine).

Elemental Powers



Tricks

Invisible Warrior (T2)

Check: None

Range: (Metal)x10 ft.

Duration: Concentration

Effect: Must have Magnetized. Imbue a close combat weapon with magnetism and send it to fight an opponent at a distance. They still use their Fighting Skill, even though they are at range.

Levitate Objects (T1 or 2)

Check: None

Range: (Metal + Discipline)x5 ft.

Duration: Concentration

Effect: Must have Metal Empath. The AMP connects with a metallic item and wills it to float at a speed of (Movement)+5. Useful for making sure your car avoids a chasm or for using metal objects to catch a falling person. If affecting a Size 5+ object, this Trick costs 2 Juice (instead of 1).

Bullet Shield (T2, +1 to Reflect)

Check: None

Range: Self

Duration: 1 Round

Effect: Must have Magnetized. The AMP creates a magnetic field around themselves to catch metallic projectiles, negating attacks from bullets, throwing stars or knives. On the AMP's next Turn, they can spend another Juice to reflect all the projectiles back at their respective attackers (using their own attack checks). Otherwise, the projectiles simply drop to the ground.

Flying Object (T3)

Check: Metal + Travel for flight maneuvers

Range: Self

Duration: Scene

Effect: Must have Levitate Objects. The AMP communes with the Earth's magnetic field and aligns their internal magnetism to fly. They may travel up to (Movement)x2.

EMP (T3)

Check: None

Range: (Metal)x50 ft.

Duration: Instant

Effect: Must have Magnetized. All electronics (i.e. computers, cars, etc.) within Range are drained of energy and cannot be rebooted/restarted for (Metal + Crafts) minutes. The Recharge Trick (Bolt) can be used to negate this effect.

Magnetic Hurricane (T4)

Check: Metal + Discipline

Range: (Metal)x100 ft.

Duration: (Metal + Fortitude) Rounds

Resistance: Dodge/Find Cover/Strength

Effect: Must have Levitate Objects. The AMP draws everything metallic in the area to them, creating a whirling mass of sharp and blunt metal items, such as cars and mailboxes, circling around at great speeds. Anyone within Range must immediately make a Dodge check to avoid bombardment or take 3 damage.

Those in primarily metal clothing/armor must make a Strength check to keep from floating away as well. If targets do not get behind non-metal Cover, they must make this check at the beginning of every Round. The AMP is immune to all energy attacks while in the eye of the storm, but damage from the Electricity Energy Type doubles for all other targets.

Plants

Check: None

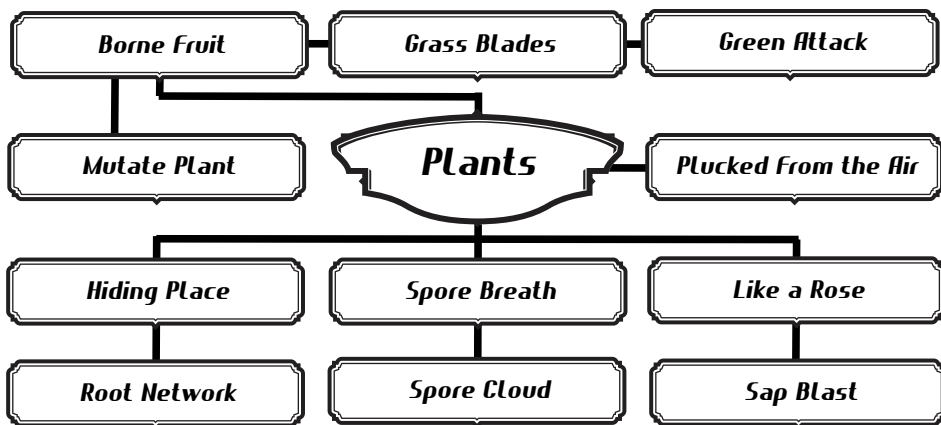
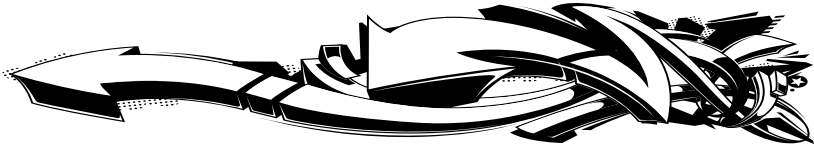
Range: Touch

Duration: Scene

Resistance: None

Core Ability: These AMPs can manipulate plant life of all kinds in a variety of ways. When in an area with heavy vegetation (forest, jungle, etc.), they may add (Plants) to Stealth and Initiative checks. They may also talk to plants like they were people, asking them what they have been in contact with or if people have been in the area. Some sit around all day talking to their newfound friends. **Note:** Plants lack a sense of vision, so most of their feedback is from things they feel or hear.

Lastly, they may spend Juice to cause a



plant to mature quickly, according to the size it would eventually become. Flowers and bushes grow instantly, while trees take 10 - (Plants) minutes to mature.

1 Juice	Flower
2 Juice	Bush
3 Juice	Medium-sized tree
4 Juice	Large tree
5 Juice	Towering tree

Augments

Enhancements

- **Borne Fruit (E1):** They may force the tree to produce enough fruit to feed (Plants) people, regardless of the season or if it even normally produces the fruit the AMP wants (i.e. getting apples from a lemon tree or a watermelon from a pine tree).
- **Mutate Plant (E2):** Must have Borne Fruit. While it's growing, the AMP may modify the plant's DNA to carry additional effects if ingested. This can produce fruit that recovers (Plants)/2 Integrity or deals an equal amount of damage. It could conversely be used to cure infection or give a +4 bonus against Disease (requires Level 4) or place the eater into a coma lasting (Plants)/2 days (requires level 6). Cost cannot fall below E1. **Resistance:** Fortitude.

Tricks

Hiding Place (TI)

Check: None

Range: Self

Duration: Concentration

Effect: The AMP enters a tree large enough to support their form, melding with it and using it as a hiding place. They can see, hear and speak normally from within the tree and heal 1 damage per minute if they choose to spend some time there (Brutal damage must heal normally). If the tree suffers an attack, the AMP takes half damage and the tree absorbs the other half. The AMP is thrown from their hiding place if the tree's Integrity reaches 0.

Spore Breath (TI)

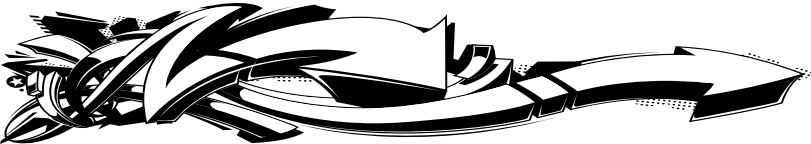
Check: Plants + Knowledge

Range: (Plants + Fortitude)x25 ft.

Duration: Instant

Effect: To populate an area with a certain kind of plant, the AMP produces the seeds within their body and exhales them into the soil. Combined with their natural ability to bring plants to maturity, this can change the ecosystem of an entire area dramatically and in short order. Those trying to produce a plant they've never had contact with may need a Moderate (20) check, with Difficulty based on the rarity of the plant.





Grass Blades (T1)

Check: Plants + Survival

Range: (Plants)x10 ft. radius

Duration: Battle

Resistance: Athletics + Speed

Effect: Must have Borne Fruit. The AMP sharpens an area of grass around themselves, each blade of grass becoming a literal blade. Those in the area must make a check to keep from falling with each Action they make. Those who fall, trip or otherwise land on the Grass Blades take 2B.

Like a Rose (T2)

Check: None

Range: Self

Duration: Battle

Effect: Thorns grow all over the AMP's body, and their appearance becomes green and plant-like. They now inflict +1B damage with unarmed attacks and may add (Plants)/2 to Grab Actions from vines growing from their body.

Plucked from the Air (T2)

Check: Plants + Marksmanship

Range: (Plants + Intimidation)x10 ft.

Duration: Instant

Resistance: Dodge

Effect: Launches vines from the ground toward a flying, falling or otherwise airborne target, grabbing the victim and slamming them to the ground to deal 4 damage.

Spore Cloud (T3)

Check: Plants + Fortitude

Range: (Plants + Survival)x20 ft.

Duration: Scene

Resistance: Fortitude

Effect: Must have Spore Breath. The AMP releases a cloud of spores that absorb vitality. All powers and Augments used in the area cost +1 Juice, and all victims must make a Resistance check at the beginning of each Round or take 1 damage (cannot be negated with AR) from inhaling the spores. The Spore Cloud does not affect the AMP. Cost cannot fall below T2.

Sap Blast (T3)

Check: Plants + Fighting

Range: One target

Duration: 8 Rounds

Resistance: Dodge

Effect: Must have Like a Rose. The AMP covers the target with sticky sap. They suffer a -4 penalty to all physical checks for the Duration, and the cost for any powers or Augments is +2 Juice. After 4 Rounds, their body is completely covered, even their eyes and mouth, forcing them to hold their breath (pg. 188) for another 4 Rounds before the sap dissipates.

Root Network (T3)

Check: None

Range: Self

Duration: Instant

Effect: Must have Hiding Place. The AMP enters a tree and is transported anywhere within the semi-connected root system to another tree in an instant. The only limitation to range is that it must be within the same forest/jungle.

Green Attack (T4)

Check: Plants + Survival

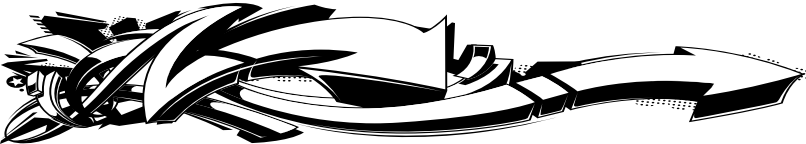
Range: (Plants + Persuasion)x50 ft.

Duration: (Plants) Rounds

Resistance: Dodge

Effect: Must have Grass Blades. All plants within a Range become sentient and attack anyone nearby. Everyone except the AMP and up to (Plants) others are at a -4 penalty to all physical checks as roots and vines grab at them. At the beginning of each Round, victims must make a Dodge check against the AMP's power activation check to avoid swinging vines and spores causing 3 damage. In addition, any time victims attempt an Action, they must also make an Athletics + Speed check or be Knocked Down (flying characters are immune to this). Green Attack creates chaos in the streets, causing traffic accidents and toppling buildings.





Water

Check: None

Range: (Water + Survival)x200 ft. radius

Duration: Scene

Resistance: None

Core Ability: Born of the waves, these AMPs have the power to control water. They may breathe normally underwater and travel at (Movement)x2 in water (instead of Movement/2 like others). They may also add (Water) to checks on the open sea, like for Survival (Navigation) or Travel (Ships) checks.

In addition, the currents are at their command. The AMP can spend 1 Juice to alter the force of currents by 25 MPH or the direction of currents by 45 degrees, in any combination. For example, an AMP could spend 4 Juice to increase the currents by 50 MPH and change course from East to North.

Augments

Enhancements

- › **Water Walking (E1):** The AMP may now move along any water surface as if it were ground. No check is required, regardless of how choppy or violent the waves become or how fast the currents move.

Tricks

Water Whip (T1)

Check: Water + Fighting

Range: (Water) ft.

Duration: Instant

Resistance: Dodge

Effect: The AMP creates a whip of water that lashes out at the target and then disappears. They receive a +2 bonus to their attack and deal 1 damage (Boost 4) if it hits.

Water to Wine (T1)

Check: None

Range: Touch, (Water)x10 gallons

Duration: Permanent

Resistance: None/Fortitude

Effect: Must have Water Walking. The AMP alters the makeup of water on a basic level. (taste, color, carbonation, etc.). Changing water to wine is the most famous effect, but they can also use this to purify stale water or turn the water into a poison that deals 3B damage if ingested. Mimicking more complex effects is impossible, however.

Dehydration (T2)

Check: Water + Discipline

Range: (Water)x5 ft.

Duration: (Water) Rounds

Resistance: Fortitude

Effect: The AMP sends energy to suck moisture out of a target and make them weaker. A non-living target takes double damage from the next attack that hits it.

A living victim suffers a -3 penalty to all checks and takes 2 damage (cannot be negated). This effect can hit the same target up to (Water)/2 times for cumulative effect.

Mist (T2)

Check: None

Range: (Water + Survival)x100 ft. radius

Duration: Scene

Effect: Summons a thick mist, making it very hard to navigate within the immediate area. Anyone (except the AMP) suffers a (Water) penalty to ranged attacks and sight-based abilities.

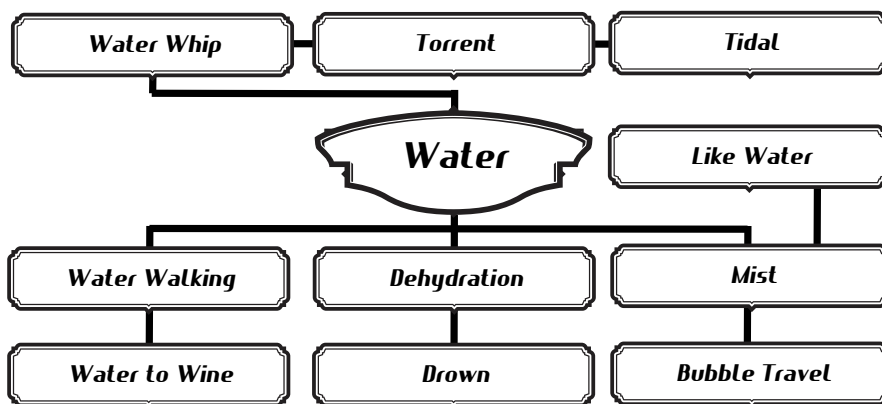
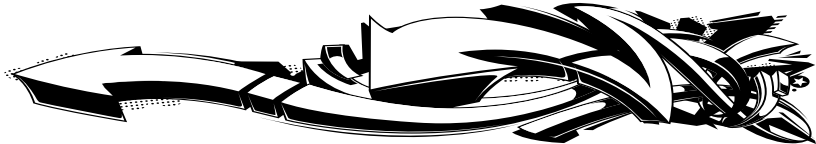
Bubble Travel (T2)

Check: Water + Travel for flight maneuvers

Range: Self and (Discipline) others

Duration: Concentration

Effect: Must have Mist. Creates a bubble big enough to fit themselves and their comrades to travel safely underwater or float up to (Water)x10 ft. in the air. The bubble also creates enough air to breath without worry. The bubble has (Water)/2 Integrity and travels at (Movement)x2. Any time the bubble would take damage, the AMP may choose to take that damage instead to keep the bubble from breaking.



Like Water (T2)

Check: None

Range: Self

Duration: Battle

Effect: Must have Mist. Their movements become malleable and fluid like water, making them both durable and harder to hit. The AMP gains a +3 bonus to all Reactions and AR 1/1.

Torrent (T3)

Check: Water + Marksmanship

Range: Target within (Water + Perception)x10 ft.

Duration: Instant

Resistance: Dodge

Effect: Must have Water Whip. Unlike the light flick of the Water Whip, the AMP now fires a torrent of water with a +4 bonus to hit, dealing 5 damage with AP (Water). The target is also Knocked Back (damage dealt)x5 ft. Any mundane AR suffers a permanent -1/-1 reduction.

Drown (T3)

Check: Water + Discipline

Range: Target within (Water + Perception)x5 ft.

Duration: Concentration

Resistance: Dodge

Effect: Must have Dehydrate. The AMP manipulates all the moisture around their target, surrounding them in a difficult to escape orb of water. They may attempt to free themselves if they are fast enough (using Acceleration or another power), but the orb travels at Movement 30 along with them if they try (use the Chase rules). A victim trapped inside must make For-

titude checks for Holding Breath (pg. 188) or may drown.

They can receive outside help, however. The orb has Integrity 10 with AR 4/1 and ignores all damage from Fire Energy. The victim takes half damage (rounded up) from any other Energy Types used to damage the orb.

Tidal (T4)

Check: Water + Discipline

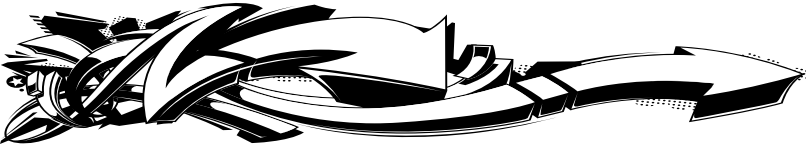
Range: Core Ability

Duration: Instant

Resistance: None/Strength

Effect: Must have Torrent. The AMP controls the nearest large body of water, bringing it high into the air and crashing it down upon the area. Anything within range takes an immediate 5 damage (Boost 4). This also smashes in car windows, floods homes and weakens structures. Animals, children or those unable to swim may also need checks against Holding Breath to keep from inhaling too much water and drowning. The AMP automatically has Water Walking active when using Tidal (even if they don't normally have that Augment), so they can move around normally without any obstructions as the area around them is devastated. Others must fight against the crashing waves and torrents of water, reflected by (Water)/2 Strength checks, to avoid being swept away.





Feral Powers

Chimera	Claws
Killer Instinct	Leash
Pheromones	Venom

Chimera

Check: None
Range: Self
Duration: Scene
Resistance: None

Core Ability: The AMP's body reflects their new animal nature, bringing new and exciting aspects to their power. For Chimera, the character becomes attuned to a specific animal, be it an eagle or eel, and they add (Chimera) to a chosen Skill associated with their animal. For example, a Monkey AMP may choose Athletics to reflect their ability to climb quickly, a Cheetah AMP may choose Speed to reflect their running, and a Rhino AMP may choose Fortitude to be tougher. By spending 1 Juice, they may double this bonus for the Scene.

Below is a list of general Augments, as well as those flavored for various animal types, to

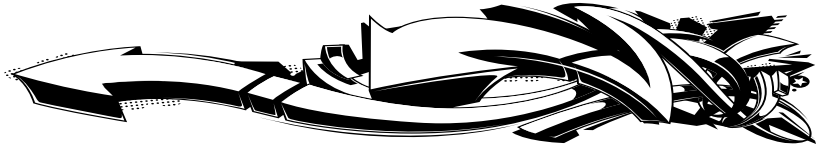
help you choose. Some AMPs follow along a logical path, gaining Augments that align with their chosen animal, while others are mix and match with gills, wings and quills.

Augments

Enhancements

- › **Aquatic (E0):** Breathe normally underwater.
- › **Claws (E0):** The AMP grows claws that deal +1B when used to attack.
- › **Fur Coat (E0):** Grows a layer of fur, keeping them warm (+4 bonus against cold weather conditions) and making them almost immune to Touch effects that require skin contact (-4 penalty to Targeted Strikes).
- › **Tail/Tongue (E0):** Grows a prehensile Tail or Tongue that provides a +2 bonus to Athletics. In combat, it can also hold a weapon or shield for a +2 bonus to Block checks.
- › **Burrower (E1):** Dig a hole in dirt in minutes. Great for avoiding fences and gates or just making a good hiding place. Created at a rate of a 10 ft. diameter per minute.





- › **Leaps and Bounds (E1):** Double their jumping distance.
- › **Quills (E1):** Spines poke out of the body, dealing +1B during a Grab.
- › **Suction Cups (E1):** Suckers, like those of an octopus, run down the AMP's arms, giving a +5 bonus to Grab maneuvers.
- › **Wall-Crawling (E1):** Walk along walls or the ceiling just as they would on the ground.
- › **Thick Hide (E2):** The AMP's skin grows thick and tough, providing AR 2/2 and 4 Temporary Integrity.
- › **Any Size (E3):** Must have Beast Form. They can transform into their attuned animal as big or small as needed.

their human speech and usually their opposable thumbs.

Multi-Armed (T2)

Check: None

Range: Self

Duration: Scene

Effect: AMPs attuned to spiders or octopi often grow additional arms, gaining a +3 bonus to Athletics (Climbing) checks. During combat, this also reduces Multiple Action penalties by 1 or provides a +2 bonus to Block (only one may be active per Round).

Wings (T2)

Check: Chimera + Travel for flight maneuvers

Range: Self

Duration: Scene

Effect: Wings spring from the AMP's body, giving the ability to fly at (Movement)+10. These can appear as bird, bat, insect or any other type of animal wing.

Regenerate (T3)

Check: None

Range: Self

Duration: Concentration

Effect: Many reptiles regrow lost limbs, and now the AMP can too. Lost limbs regrow in 11 - (Chimera) hours. Does not work for their head.

Tricks

Beast Form (T2)

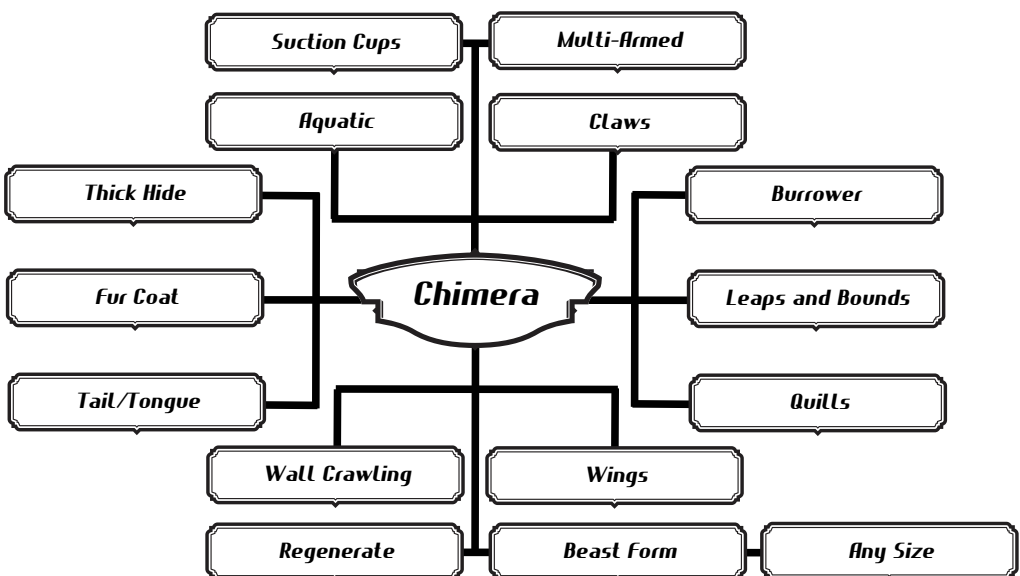
Check: None

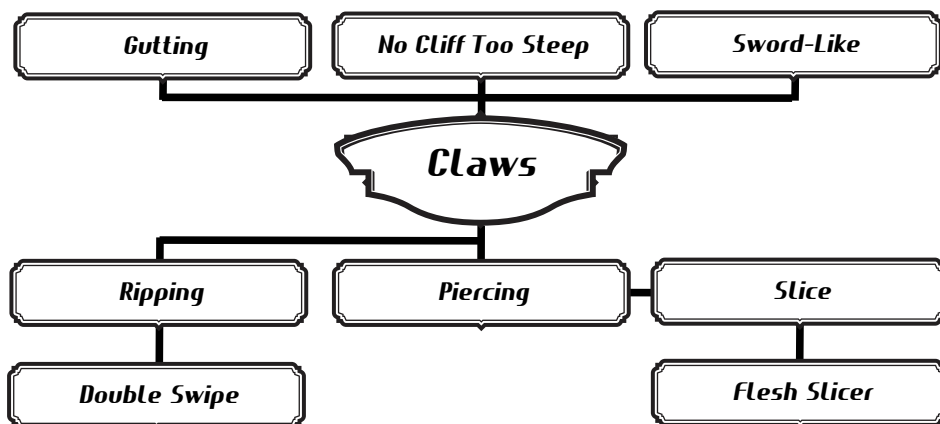
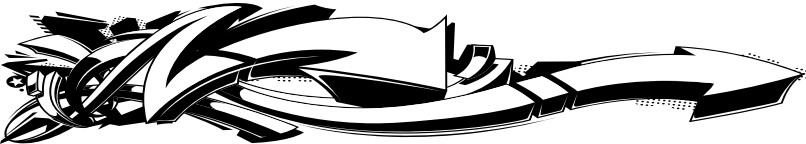
Range: Self

Duration: Scene

Effect: The AMP takes the form of their attuned animal. Cannot be less than 50% or more than 150% their normal size (i.e. a large man can't turn into a tiny kitten). They gain the animal's natural abilities and an additional +2 bonus to physical checks. However, they lose

Feral Powers





Claws

Check: Claws + Fighting

Range: Close combat

Duration: Battle

Resistance: Dodge/Block

Core Ability: This power allows the AMP to grow sharpened nails, extend talons or have bones puncturing through skin, ready to stab opponents or otherwise deliver deadly attacks. Close combat attacks automatically inflict Brutal damage, and they may push this damage further for 1 Juice (capped by Claws Level).

Level 1 to 3	+1B
Level 4 to 6	+2B
Level 7 to 9	+3B
Level 10	+4B

Augments

Enhancements

- › **Gutting (E1):** Attacks cause Bleeding (pg. 187) regardless of how much damage the target takes.
- › **Ripping (E1):** The AMP's Claws are ragged and uneven, adding +5 Difficulty to resist Infection from their attacks.
- › **No Cliff Too Steep (E1):** Gain a (Claws) bonus to Athletics (Climbing) checks.

- › **Sword-Like (E1):** Their Claws are long and strong enough to Block weapons that deal Brutal damage.

Tricks

Piercing (T1-5)

Check: None

Range: Self

Duration: Battle

Effect: The AMP sharpens their claws, so much so that their attacks now have AP 1 for each Juice spent (up to AP 5).

Slice (T1)

Check: None

Range: One target

Duration: Instant

Effect: Must have Piercing. When attacking any non-living target, the AMP can choose not to inflict damage and instead simply slice the object in half, ignoring AR and Durability. This could include cutting a door down, slicing the barrel off a tank or cutting an opponent's weapon in half. This Trick is reflexive.

Double Swipe (T2)

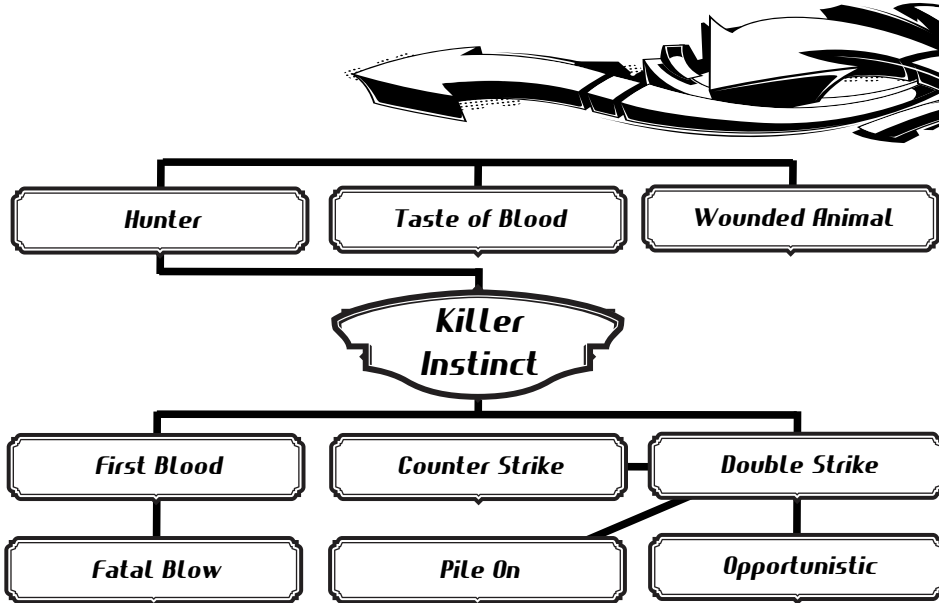
Check: None

Range: Self

Duration: Instant

Effect: Must have Ripping. Their claws are fast and sharp, giving the AMP one Free attack this Turn.





Flesh Slicer (T3)

Check: None

Range: Self

Duration: Instant

Effect: Must have Slice. With a successful attack on a living target, the AMP can choose not to inflict damage to instead cut off a limb, a hand or some other piece of their enemy. Obviously, this causes an immediate Bleeding effect and any other penalties associated with an injury of such severity. This Trick is reflexive. The AMP cannot use this for Decapitation. Cannot be reduced below T2 cost.

Killer Instinct

Check: None

Range: Line of Sight

Duration: Battle

Resistance: None

Core Ability: The AMP gains a predator's instinct, making them the perfect killer. They become more aggressive and almost unstoppable in combat, but this is one of the few powers showing no visible signs of use. They take pride in their hunt, allowing them to add (Killer Instinct) to Survival and Initiative checks.

In combat, they may spend 1 Juice to reflexively choose a single opponent as their Prey and receive a +2 bonus to all combat checks and +1 damage against their Prey. If their Prey falls, they may spend another Juice to choose a new target.

Augments

Enhancements

› **First Blood (E0):** Bonus to Initiative raises to (Killer Instinct)x2.

› **Hunter (E0):** Bonus to Survival raises to (Killer Instinct)x2.

Tricks

Double Strike (T1)

Check: None

Range: Self

Duration: Instant

Effect: After successfully hitting their Prey, the AMP may make another Free attack on the same target. This Trick is reflexive.

Counter Strike (T1)

Check: None

Range: Self

Duration: Instant

Effect: Must have Double Strike. After being hit by their Prey, the AMP may make a Free counterattack against them. This Trick is reflexive.



Pile On (T1)

Check: None

Range: Self

Duration: Instant

Effect: Must have Double Strike. Whenever an ally rolls a Natural 20 against the Prey, the AMP may make a Free attack on their Prey as well. This Trick is reflexive.

Opportunistic (T1)

Check: None

Range: Self

Duration: Instant

Effect: Must have Double Strike. Whenever the AMP's Prey rolls a Natural 1 during combat, they may make a Free attack on the Prey.

Taste of Blood (T1)

Check: None

Range: Self

Duration: Scene

Effect: Must have Hunter. If the AMP has literally tasted the blood of their Prey, their bonus to Survival checks raises to (Killer Instinct)x3.

Wounded Animal (T2)

Check: Killer Instinct + Survival

Range: One target

Duration: Battle

Resistance: Fortitude

Effect: Must have Hunter. On a successful hit, their Prey is crippled in addition to any damage dealt. The Prey suffers a -3 penalty to all combat checks and their Movement is halved for the Battle. This Trick is reflexive.

Fatal Blow (T2)

Check: Killer Instinct + Survival

Range: One target

Duration: (Killer Instinct) Rounds

Resistance: Fortitude

Effect: Must have First Blood. If their Prey has half or less Integrity, the AMP's damage doubles against their Prey for the Duration. This Trick is reflexive.

Leash

Check: None

Range: (Leash + Discipline)x5 ft./x10 ft./x20 ft.

Duration: Scene

Resistance: None

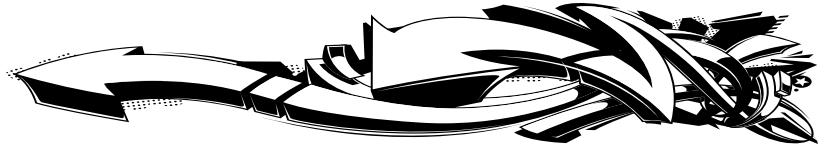
Core Ability: The AMP develops a connection to beasts that gives them command over any animal. Add (Leash) to Beast Handling checks and pick one type of animal (felines, canines, birds, insects, etc.) the AMP can speak with and understand for Free. They may spend 1 Juice to talk to any other animals for the Scene. With full communication, the AMP can ask for favors and some animals comply without additional effort. **Note:** Every animal has a personality and intelligence influenced by their breed and environment, so some animals and relationships with them are more useful than others.

Animals do not receive a Resistance check against the AMP's abilities unless someone the animal identifies as their owner gives conflicting orders. In that case, the two make Opposed Beast Handling + Persuasion/Intimidation checks to see who retains control. The AMP, of course, adds (Leash) to their check.

Augments

Enhancements

- **Commands (E0, +1 Juice per step):** The AMP issues orders that beasts are bound to obey. These commands can have up to two steps for Free, but the AMP may pay +1 Juice per additional step. For example, telling a guard dog to stay in one spot and attack anyone who approaches would be Free, but telling a bird to travel to the red house, find the blonde girl and deliver a letter costs 1 Juice (or more depending upon the complexity of the directions to get to the house).
- **Sense Presence (T2):** Must have Sense Animals. When using Sense Animals, the AMP now senses any living creature (not just animals).



Tricks

Aggressive (T1)

Check: Leash + Intimidation

Range: Core Ability

Duration: Battle

Effect: This Trick riles an animal and makes them very aggressive, granting the beast a +3 bonus to Fighting and +2 damage. If used on an animal affected with the Calm Augment, the two AMPs make opposed checks to see which effect retains control.

Calm (T1)

Check: Leash + Empathy

Range: Core Ability

Duration: Scene

Effect: Immediately calm an angry animal, making a bloodthirsty guard dog a non-issue. If used on an animal affected with the Aggressive Augment, the two AMPs make opposed checks to see which effect retains control.

Sense Animals (T1)

Check: Leash + Survival

Range: (Intuition + Leash)x20 ft. radius

Duration: Scene

Effect: The AMP instantly senses any animals within Range. Their sensations also tell them the type of beasts and the number of animals. If they succeed at a Moderate (20) check, they even learn their exact locations.

Animal Eyes (T2)

Check: Leash + Empathy

Range: Touch, (Leash) miles

Duration: Concentration

Effect: Must have Sense Animals. The AMP can touch an animal and then share all of that animal's senses. They can see through the animal's eyes, hear through their ears, etc. within (Leash) miles.

Whistle (T2)

Check: Leash + Beast Handling

Range: (Leash) miles

Duration: Instant

Effect: Must have Calm. The AMP sends out a wave of bestial energy to summon all of one type of animal from anywhere within Range. When heeding the AMP's call, the animals move at (Movement)x2 to arrive if the AMP succeeds at a Moderate (20) activation check.

Stampede (T3)

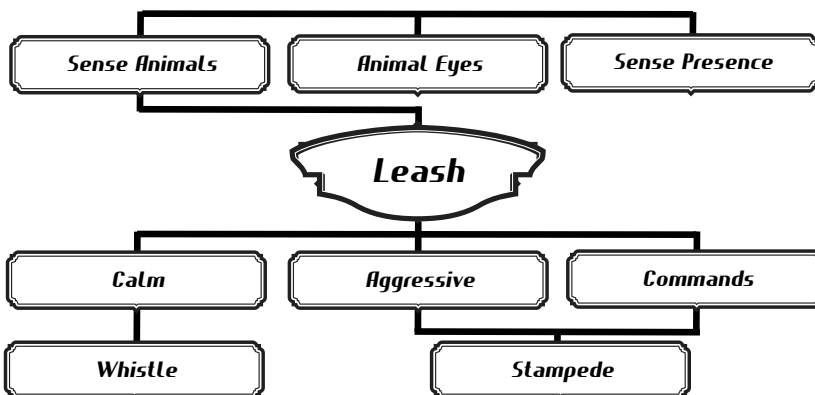
Check: None

Range: (Leash + Beast Handling)x20 ft. radius

Duration: (Leash + Beast Handling) minutes

Effect: Must have Aggressive and Commands. Every animal within Range has an urge to attack, which can cause riots and destruction no person could create on their own. The animals are unconcerned with who they attack or their own safety, but the AMP can make up to (Leash)/2 targets immune to the animals' rage. The animals regain control of themselves when the Duration ends. Some become docile and run away, while others may simply continue their path of destruction.

Feral Powers



Pheromones

Check: None

Range: Touch or (Fortitude + Pheromone) ft.

Duration: Scene

Resistance: None

Core Ability: While the power over scents has a multitude of uses, it's most commonly a source of attraction. Add (Pheromones)/2 to social Skills (i.e. Persuasion or Deception) or their full (Pheromones) for arousal, or to resist another's effects. Pheromones have a short distance, usually only affecting targets close enough to smell the AMP's skin, but the AMP may spend 1 Juice to place their spell on someone within (Fortitude + Pheromones) ft. The AMP cannot use their Core Ability or Augments on themselves.

Augments

Enhancements

- › **Attraction (E1):** Makes anyone instantly attracted to the AMP or any two people attracted to each other. This power outweighs any sexual orientation or preference the target may normally have.
- › **Affect the Masses (E2):** Affect up to (Pheromones) people at one time.
- › **Draw a Crowd (E2):** Must have Come Hither. This is a quick way to gather people or animals (AMP's choice). When using Come Hither, it now affects everyone within a (Pheromones)x25 ft. radius.

Tricks

Come Hither (TI)

Check: Pheromones + Persuasion

Range: (Pheromones + Fortitude)x10 ft.

Duration: Scene

Resistance: Fortitude + Empathy

Effect: Must have Affect the Masses. A single target drops everything and compulsively goes to the AMP. If used in combat, the target focuses on attacking the AMP first, ignoring anyone or anything else around them.

Daze (TI)

Check: Pheromones + Fortitude

Range: Core Ability

Duration: (Pheromones) Rounds

Resistance: Fortitude

Effect: The AMP emits an aroma that throws their target's equilibrium off, giving them a -2 penalty to all checks for the Duration.

Favor (TI)

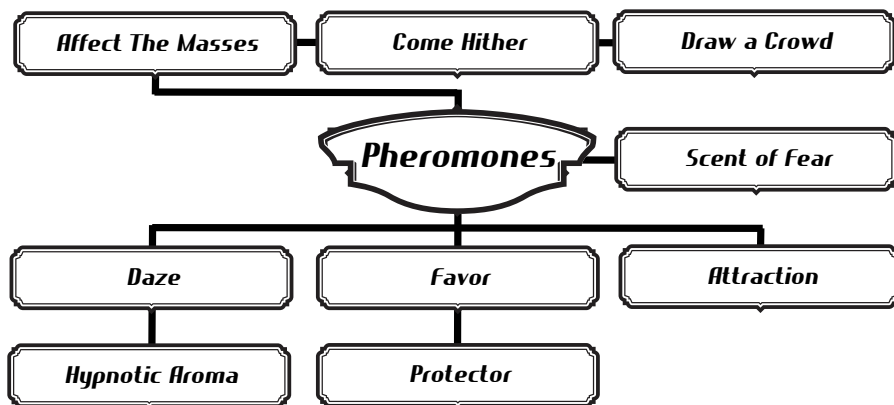
Check: Pheromones + Persuasion

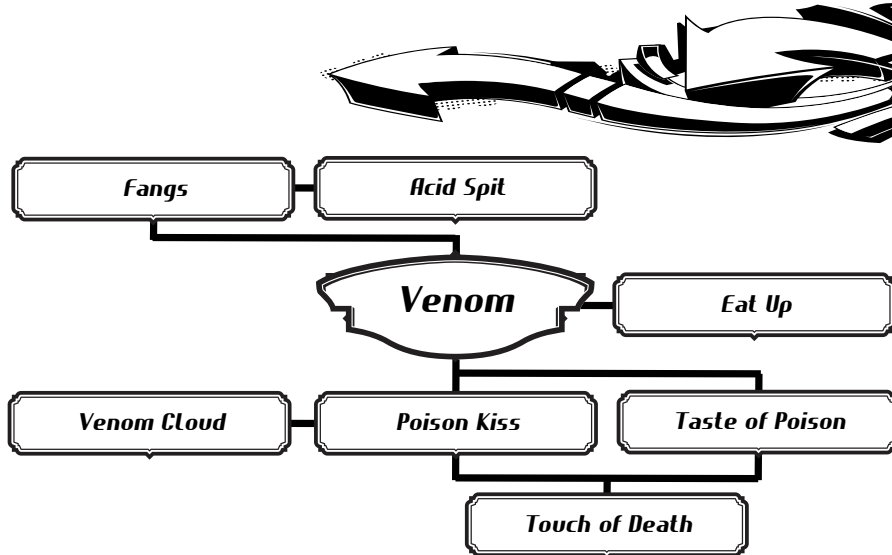
Range: Core Ability

Duration: Scene

Resistance: Fortitude + Empathy

Effect: Ask the target for a favor and as long as it's something the person has within their power, they will attempt it. If the task goes against their nature or leads them to harm themselves, the target may resist with a +5 bonus.





Scent of Fear (T1-5)

Check: Pheromones + Intimidation

Range: Core Ability

Duration: 1 Round per Juice

Resistance: Fortitude + Empathy

Effect: Triggers an instinctual fight or flight response (the AMP's choice) from the target: (Movement)x2 to retreat if they choose flight or +3 bonus to all combat checks if they choose fight.

Protector (T2)

Check: Pheromones + Persuasion

Range: Core Ability

Duration: Battle

Resistance: Fortitude + Empathy

Effect: Must have Favor. Urge the target to protect the AMP to the point that they will even die in this attempt. They have a chance to snap out of this effect at half Integrity, but their days may be numbered if they fail.

Hypnotic Aroma (T2)

Check: Pheromones + Fortitude

Range: Core Ability

Duration: 1 Round

Resistance: Fortitude + Empathy

Effect: Must have Daze. This Trick lulls the target into a hypnotic state, motionless and dazed for 1 Round. The AMP can then implant a simple cause/effect idea into their minds (i.e. "bark the next time you see a dog," "kiss the next woman you see," etc). Once they complete the task, the target wonders why the hell they just did that! The AMP cannot use this Trick in combat.

Venom

Check: None

Range: Self

Duration: Scene

Resistance: None

Core Ability: The AMP becomes the master of poisons. First, their body develops an immunity to all foreign substances (negative or positive), automatically succeeding on any Fortitude check against Poisons or Drugs. They also add (Venom) to any Medicine checks to create poisons or antidotes.

Augments

Enhancements

- **Venom Cloud (E2):** Must have Poison Kiss. When using Poison Kiss, a cloud of green mist extends to all victims within (Venom)x10 ft. The AMP may also use this in Battle now.

Tricks

Eat Up (T1)

Check: Venom + Fortitude

Range: Touch

Duration: Permanent

Resistance: Fortitude

Effect: The AMP may poison food or drinks with a touch to inflict 2B damage +1 damage each Round for (Venom) Rounds if ingested. This damage cannot be negated with AR.





Fangs (T1)

Check: None

Range: Self

Duration: Battle

Effect: Sprout fangs similar to a snake's, capable of injecting nasty venom into a victim with a bite (requires Grab). Once injected, in addition to normal damage done, the victim must make a Fortitude check against Difficulty (12 + Venom). If they fail, it inflicts 2B damage +1 damage per Round for (Venom) Rounds. This additional damage cannot be negated with AR.

Taste of Poison (T1)

Check: None

Range: Self

Duration: Instant

Effect: Ingest poison/drugs to regain Integrity equal to the damage it would have caused, up to their (Venom)/2. The AMP cannot use their own poison with this Augment.

Poison Kiss (T2)

Check: Venom + Fortitude

Range: Touch

Duration: Instant

Resistance: Fortitude

Effect: With poisoned saliva and a kiss, the victim takes 2B damage (cannot be negated

with AR) and must make a Resistance check or fall unconscious for 10 - (victim's Fortitude) hours. If the victim succeeds in their Resistance, they are Knocked Out for (5 - Fortitude) hours, which can be negated entirely with a high Fortitude. Cannot be used in combat.

Acid Spit (T2)

Check: Venom + Marksmanship

Range: (Venom)x5 ft.

Duration: Instant

Resistance: Dodge/Find Cover

Effect: Must have Fangs. The AMP can spit corrosive poison from their mouth to deal 3B damage and reduce the victim's AR by -1/-1. This does not affect natural AR.

Touch of Death (T4)

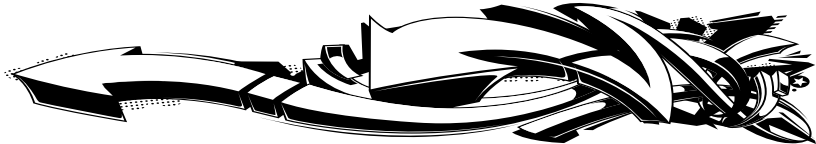
Check: Venom + Fortitude

Range: Touch

Duration: Support (1)

Resistance: Fortitude (AMP's Only)

Effect: Must have Taste of Poison and Poison Kiss. The AMP turns their target's blood toxic with a touch, inflicting (Fortitude)+1 Brutal damage, plus half that amount each Round for (Venom) Rounds or until the target is incapacitated (Knocked Out or dead). This damage cannot be negated with AR. For example, an AMP



with Fortitude 5 and Venom 6 would inflict 6B the first round and then 3B per Round for the next 6 Rounds. AMPs receive a Resistance check, but those without powers do not. Even if successful, victims still take half the initial damage (no ongoing damage). The AMP can use this in combat, but requires a Grab with skin contact.

Mindbender Powers

Authority	Brainiac
Heartstrings	Illusions
Mnemonics	Telepathy

Authority

Check: Authority + Persuasion

Range: Target within (Authority + Intimidation) x5 ft./x10 ft./x20 ft.

Duration: Concentration

Resistance: Mental Trauma

Core Ability: The AMP has gained the ability to force their will upon others. Even passively they affect minds around them, adding (Authority) to Intimidation and Persuasion checks. For 1 Juice, they can force someone to perform a one- or two-word order, tapping into their subconscious mind. Anything similar to “Stop,” “Drop it,” “Get down” or “Jump” works.

Targets with Authority, Brainiac, or Telepathy (or Heartstrings in some cases) may add their level to Resistance checks. The commands must be given in person (this can’t be used over the phone or radio), and the target must be able to clearly hear and understand the AMP. If the AMP tells demands something that goes against the target’s nature or something that will harm themselves, they receive another Resistance check.

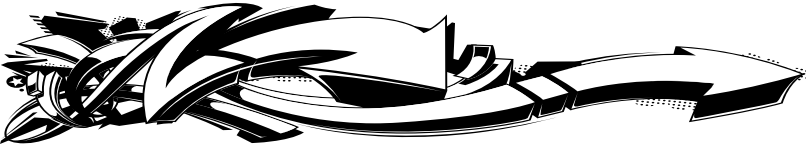
Augments

Enhancements

- **Mind Shield (E0 or T1):** Strengthens the mind against other mental powers, giving a +5 bonus to Mental Trauma checks. For 1 Juice, they can give this bonus to another.

- **Complex Commands (E0, +1 per Step):** Give complex commands longer than just two words. If the command has more than one step, they must spend 1 Juice per additional step. For example, “Go home, pack your bags and board the plane to Chicago” would cost 2 Juice. They could simplify it by saying, “get to Chicago,” but lose the ability to control the method by which their target obeys.
- **Telepathic (E1):** Commands travel telepathically, without words and overcoming any language barriers.
- **Implant Command (E1 or 2):** Must have Mind Break. Any command can be implanted in the brain to go off later. For 1 Juice, the command can be delayed up to (Authority) hours. For 2 Juice, it can be delayed up to (Authority) days.
- **Many Minds (E2):** Affects up to (Authority) targets at one time.
- **Mind Break (E2):** Target suffers a -5 penalty to their Resistance check.
- **Affect Senses (E3):** Must have Change Minds. Trick the brain to affect the target’s senses. With statements like “You’re Blind,” “Can’t you feel the flames on your skin,” or “Can’t you hear the screams,” fooling the senses can be a powerful tool. The target reacts to the new sensations as if it were real, suffering a penalty up to (Authority) to associated checks. Cost cannot fall below E1. **Duration:** Scene.
- **Crowd Control (E3):** Must have Many Minds. The AMP now affects up to (Authority)x10 targets at one time. Cost cannot fall below E1.
- **Slave Mind (E3):** Must have Implant Command. The AMP’s dominance seeps into the target’s mind, breaking them down into little more than a slave. After using Slave Mind, the target suffers a cumulative -2 penalty against Authority from the AMP. If brought to a -10 penalty within (Authority) days, they permanently suffer this penalty from the AMP, but receive a +10 bonus to resist mind-altering attempts from any other AMPs. The AMP cannot use this in combat. Cost cannot fall below E1.





Tricks

Change Minds (T1)

Check: Authority + Deception
Range: Target within Core Ability Short Range
Duration: Scene
Resistance: Mental Trauma

Effect: Instantly change the target's mind. If a cop is hunting them, the AMP suddenly appears innocent. If the senator is fighting a bill, she instantly turns to the other side. This change lasts as long as the target is in the AMP's presence and fades shortly afterward.

Knockout (T2)

Check: Authority + Discipline
Range: Target within Core Ability Medium Range
Duration: Instant
Resistance: Mental Trauma

Effect: Must have Mind Break. Overloads the target's mind, forcing them to fall unconscious for (Authority) hours. If used in combat or other stressful situations, the target gets a +4 bonus to their Resistance check.

Marionette (T3)

Check: Authority + Fighting
Range: Target within Core Ability Short Range
Duration: Concentration
Resistance: Mental Trauma

Effect: Must have Complex Commands. Takes direct control of another during combat.

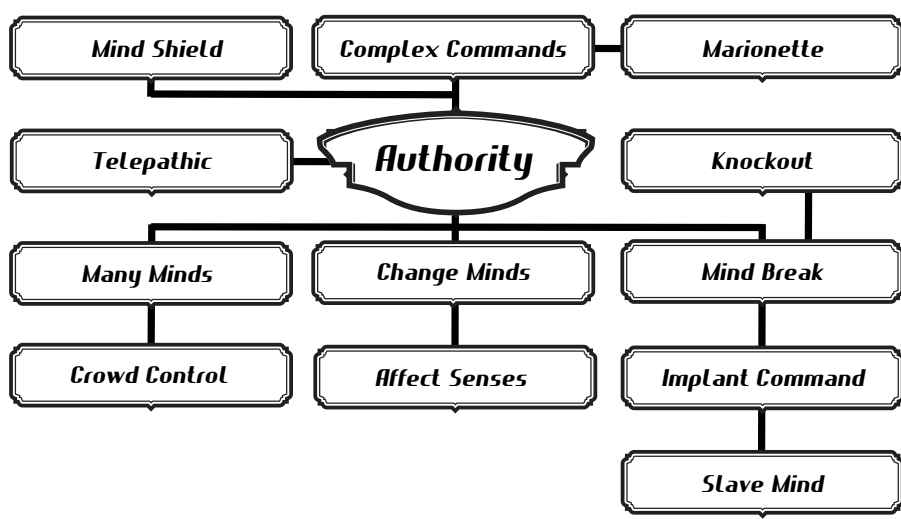
The AMP may use their Action to command the target, but uses the target's bonuses, powers and weapons. On their Turn, the target can attempt another Resistance check or give themselves to the AMP and take another Turn at their command.

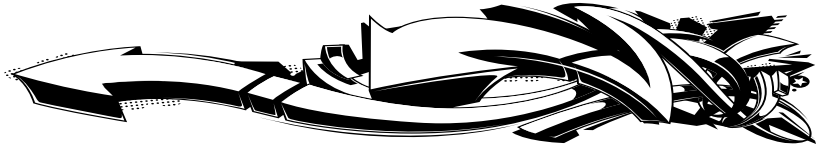
Brainiac

Check: None
Range: Self
Duration: Scene
Resistance: None

Core Ability: The AMP is gifted with incredible intellect, making them much smarter than others, allowing them to add (Brainiac) to Knowledge and Technology checks. If faced with crucial info, they may spend 1 Juice to permanently commit it to memory.

When it comes to building tools or objects, they are the best, adding (Brainiac)/2 to checks to use items they've built themselves. For instance, an AMP with Brainiac 4 who crafts climbing gear would enjoy the normal +2 given from it, as well as +2 from their power. In the hands of other people, who are incapable of understanding the advanced ideas behind the redesign, these items give no bonus. Each item requires at least a day to construct, so this is not an on-the-fly ability.





Augments

Enhancements

- **Mathematical (E1):** Complete complex mathematical equations in seconds, raising bonus to Knowledge and Technology checks to (Brainiac)x2.
- **Speed Reading (E1):** The AMP can read approximately 400 pages per minute with perfect clarity. If the material provides new information, the AMP receives a +2 bonus to associated checks for 1 hour while it's fresh in their mind. Even if committed to memory, the bonus fades away naturally. They may have up to (Brainiac)/2 bonuses from Speed Reading at any given time.
- **Weak Point (E2):** Must have Game of Angles. They find the weakest point in their target, adding (Brainiac)x2 to their next attack when using Game of Angles. This weakens the target, and any further hits they take for the Battle deal +1B damage as a result.

Tricks

Recalculate (T1)

Check: None

Range: Self

Duration: Instant

Effect: After making a mistake, it is always good to be able to recalculate and find a different outcome. This Trick lets the AMP reroll a failed check. This Augment is reflexive.

Game of Angles (T1)

Check: None

Range: Self

Duration: Support (1)

Effect: Must have Mathematical. Using angles and mathematics to calculate battle patterns, they add (Brainiac) to their next attack.

Battlefield Analysis (T2)

Check: None

Range: Self

Duration: Battle

Effect: Must have Mathematical. Taking in the landscape, the AMP may ignore all environmental penalties, retain knowledge of the placement of everything in the area, and add (Brainiac) to Initiative.

Combat Mimicry (T2)

Check: None

Range: Self

Duration: Battle

Effect: Must have Speed Reading. After seeing someone fight for at least 1 Round, they are able to better predict the target's martial style. The AMP gains a +3 bonus to all combat checks against their target.

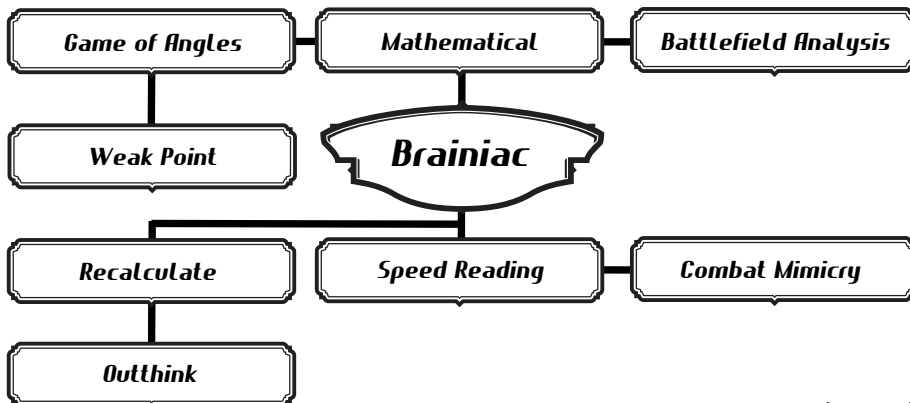
Outthink (T3)

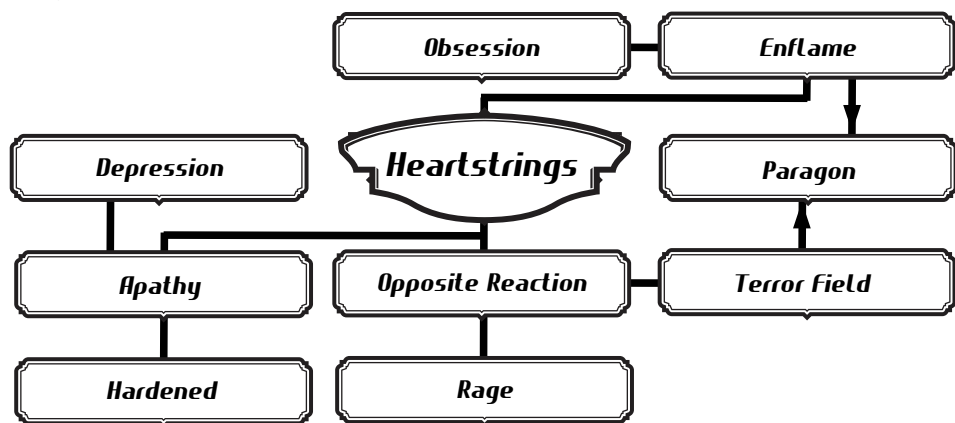
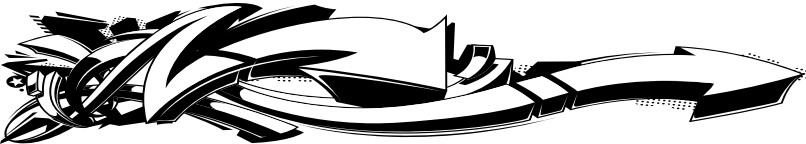
Check: None

Range: Self

Duration: (Brainiac)/2 Rounds

Effect: Must have Recalculate. The AMP's speed of thought increases and makes it possible for them to multi-task effectively. Gain one Free Action per Round for the Duration.





Heartstrings

Check: Heartstrings + Empathy
Range: (Heartstrings + Discipline)x5 ft./x10 ft./x20 ft.
Duration: Scene
Resistance: Mental Trauma

Core Ability: The AMP instantly attunes themselves to others' feelings. Add (Heartstrings) to Empathy and Resistance checks that would change the way they feel. For 1 Juice, they instantly know the exact emotional state of a target and at whom their emotions are directed, bypassing any attempts at a facade. This knowledge further adds (Heartstrings) to Intimidation or Persuasion checks toward the target as well. Of course, not all decisions are based on pure emotion, and use of this power can have a range of outcomes depending on the target.

Augments

Enhancements

- › None

Tricks

Apathy (TI)

Check: None
Range: Core Ability
Duration: Instant
Resistance: Mental Trauma

Effect: Remove an unwanted emotion from the target or themselves. This can eliminate penalties or instinctual reactions, such as fear or sadness.

Enflame (TI)

Check: None
Range: Core Ability
Duration: Instant

Effect: Intensifies one emotion the target is currently feeling, causing any bonuses or penalties from the emotion to be doubled.

Note: There is no Resistance to Enflame, as it is enhancing an already existing emotion.

Opposite Reaction (TI)

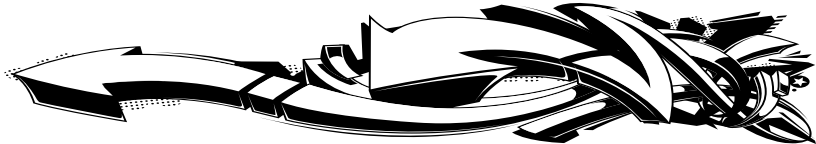
Check: Heartstrings + Discipline
Range: Core Ability
Duration: Instant
Resistance: Mental Trauma

Effect: Target instantly feels the opposite emotion at the same intensity, effectively replacing one bonus or penalty with another. For example, a severely depressed person immediately becomes the perkier person in the room.

Terror Field (TI per Round)

Check: None
Range: (Heartstrings + Intimidation)x10 ft. radius
Duration: Instant
Resistance: Fear 20 + (Heartstrings)

Effect: Must have Opposite Reaction. Everyone within Range must make a check against Fear. Those who fail suffer a -2 penalty to all checks (including Initiative) for 1 Round per Juice spent.



Depression (T2)

Check: Heartstrings + Empathy

Range: Core Ability

Duration: (Heartstrings)/2 days

Resistance: Mental Trauma

Effect: Must have Apathy. The target falls into a deep depression, completely unmotivated to do anything. If they must act, they suffer a -3 penalty to all checks, but can attempt a Moderate (20) Discipline + Empathy check to ignore the penalty for a Scene.

Rage (T2)

Check: Heartstrings + Empathy

Range: Core Ability

Duration: (Heartstrings) Rounds

Resistance: Mental Trauma

Effect: Must have Opposite Reaction. Fills the target with intense rage, fueling them in Battle with a +3 bonus to Fighting, +2 bonus to Initiative and +1 close combat damage. However, they suffer a -2 penalty to all Reactions.

Obsession (T2)

Check: Heartstrings + Empathy

Range: Core Ability

Duration: Scene

Resistance: Mental Trauma

Effect: Must have Enflame. Target becomes obsessed with obtaining something precious, such as money, respect or even love from a particular person. How the target deals with this obsession varies, but they must deal with it *right now*.

Hardened (T3)

Check: Heartstrings + Discipline

Range: Self

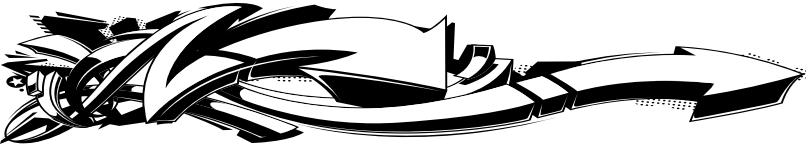
Duration: Battle

Resistance: Mental Trauma

Effect: Must have Apathy. This Trick removes all emotion from the AMP or another target, allowing more strategic thought and elimination of sentimental ideas. Add (Heartstrings)/2 to all combat checks, and Targeted Strike penalties are reduced by 2. Fear or hesitation for a comrade in the blast radius of their attacks doesn't even register to a Hardened warrior.

Mindbender Powers





Paragon (T4)

Check: None

Range: (Persuasion + Heartstrings)x 10 ft. radius

Duration: (Heartstrings) days

Resistance: Fear 20 + (Heartstrings)

Effect: Must have Enflame and Terror Field. Everyone within Range must make a check against Fear 20 + (Heartstrings). Those who fail become the AMP's willing servants and follow almost any order given (as long as it does not go against their nature or survival instinct). When the Duration ends, targets are seldom happy to learn someone was pulling their strings, so dealing with a lapsed servant can be dangerous.

Illusions

Check: Illusions + Discipline

Range: (Illusions + Perception)x10 ft./x20 ft./x30 ft.

Duration: Concentration

Resistance: Discipline + Perception

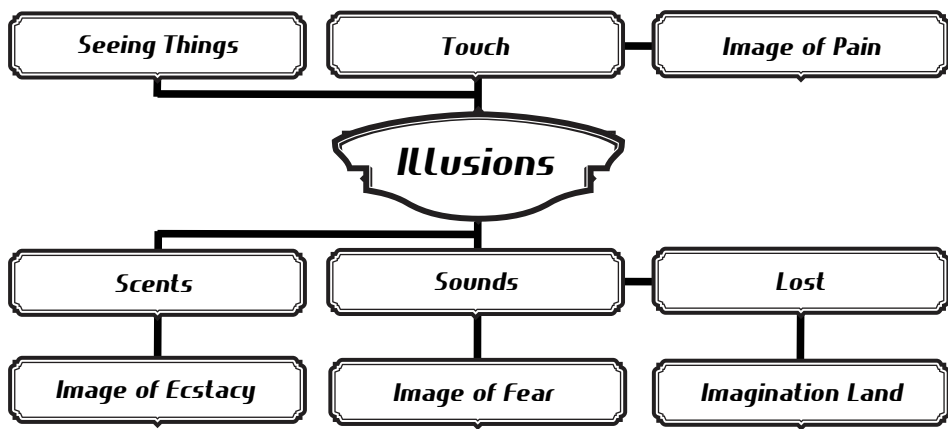
Core Ability: The AMP is able to create ethereal images from nothing for everyone to see. For 1 Juice, they can create a visual illusion (i.e. brick wall, a statue, etc.) no larger than (Illusions)x25 sq. ft. Most people simply believe a reasonable illusion is real, but anyone with a reason to doubt it receives a Resistance check to possibly see through it. An AMP with the Illusions power may add this to Resistance checks, as they know what to expect.

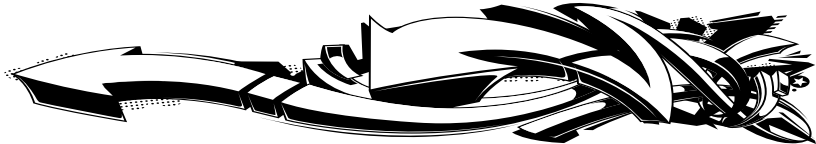
Note: No matter how shocking or realistic the AMP's illusions become, they can never cause damage. However, they can trick someone into hurting themselves (i.e. walking off a cliff disguised as a hallway).

Augments

Enhancements

- › **Sounds (E0):** Create illusory sounds, either in conjunction with visual illusions or alone. Examples include conversations, loud sounds or ventriloquism.
- › **Scents (E0):** Create illusory scents/tastes, either in conjunction with visuals or alone. Examples include the smell of fresh baked cookies or taste of blood in the air.
- › **Seeing Things (E1):** The AMP beams an illusion telepathically into a single target's head to deliver private messages or make the target think they are going crazy.
- › **Touch (E1):** Create illusory sensations of touch, either in conjunction with visuals or alone. Examples include making a brick wall have substance or giving someone the feeling of spiders crawling on their body. Illusions with substance feel real unless pressed with enough force to cause damage, at which point the attacker passes through.





Tricks

Image of Ecstasy (T2)

Check: Illusions + Persuasion

Range: Core Ability

Duration: Scene

Resistance: Core Ability

Effect: Must have Scents. The AMP invades the target's mind, locates the thing that person wants most and creates an illusion of it. The target must then make a Difficulty (20 + Illusions) Discipline check to resist rushing to get it for themselves. The AMP doesn't know what this Trick will end up creating until it manifests.

Image of Fear (T2)

Check: Illusions + Intimidation

Range: Core Ability

Duration: Scene

Resistance: Core Ability

Effect: Must have Sounds. The AMP tears the target's biggest fear from their mind and creates an illusion of it with Fear 20 + (Illusions). The AMP doesn't know what this Trick will end up creating until it manifests.

Lost (T3)

Check: Illusions + Survival

Range: Core Ability

Duration: Scene

Resistance: Core Ability

Effect: Must have Sounds. Creates an illusory maze that catches victims in what seems like a temporal loop, even though time actually moves normally around them. They get to make a new Resistance check at (Illusions)x5 minute intervals to break free of the illusion. Otherwise, they keep passing the same landmarks and hearing the same sounds, locked in their own personal prison.

Image of Pain (T3)

Check: Illusions + Intimidation

Range: Core Ability

Duration: (Illusions) Rounds

Resistance: Fortitude + Perception

Effect: Must have Touch. The AMP tricks the target's receptors into feeling intense pain, torturing them. To do anything other than writhe in pain, the victim must make a Pain check with each Action. If they are successful, they can act normally, but suffer a -2 penalty. Cost cannot fall below T2.

Imagination Land (T4)

Check: Illusions + Survival

Range: Core Ability

Duration: Concentration

Resistance: Core Ability

Effect: Must have Lost. The AMP turns an entire building or otherwise large area into an imaginary land or setting of their choosing, affecting all sights, sounds and everything else to their liking, throwing the laws of physics out of the window. Victims make a new Resistance check at intervals of (Illusions)x10 minutes. Otherwise, victims are at the AMP's mercy. Cost cannot fall below T2.

Mnemonics

Check: None

Range: Self

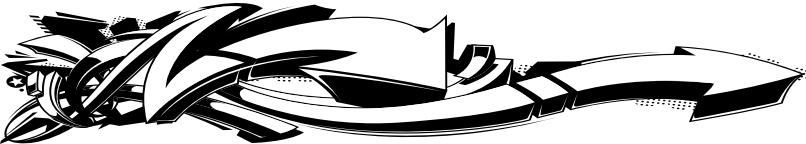
Duration: Permanent

Resistance: None

Core Ability: The AMP's mind has become so powerful that they can manipulate not only their own memories, but those of others as well. They remember everything they encounter with perfect clarity without the need of a check, and add (Mnemonics) to any Knowledge checks. Being able to build upon and reflect on past experiences with more depth, they receive +1 Skill point to spend per level of Mnemonics they achieve.

Note: Mnemonics Augment effects are permanent unless otherwise stated, making it a truly dangerous power. If the AMP targets specific memories, but fails their check, they still damage the target's brain, and the victim is likely to forget another random piece of info.





Augments

Enhancements

- **Read Memories (E0):** By touching the forehead, the AMP enters a target's mind to view memories as if they were their own. The events happen around them, but they cannot alter the memories. Cannot be used in combat. **Check:** Mnemonics + Perception to find a specific memory. **Range:** Touch. **Resistance:** Mental Trauma.
- **Steal Memories (T2):** Must have Erase Memories. When using Erase Memories, instead of removing the memories of the target the AMP can merge them with their own.
- **Past Life (T2):** Must have Long Reaching. The AMP can now access memories from their own past lives. In addition to the awesome info of one's former life, they may gain a (Mnemonics)/2 bonus to *any* Skill for the Scene. Skill bonuses gained must reflect the past life concept.

recall a special lesson learned -- giving them a (Mnemonics)/2 bonus to a Skill they already possess.

Fabricate Memories (T1)

Check: Mnemonics + Deception
Range: Touch
Duration: Permanent
Resistance: Mental Trauma

Effect: Must have Read Memories. After seeing a memory, the AMP may alter it in any way to change the target's recollection. If this change is something believable, the target accepts it as fact and moves on. Changing events to something against the target's ideals or to something completely unbelievable gives the target a chance to reclaim their old memory through therapy or investigation to find the truth. The AMP cannot use this in combat.

Muscle Memory (T1)

Check: None
Range: Self
Duration: Support (1)

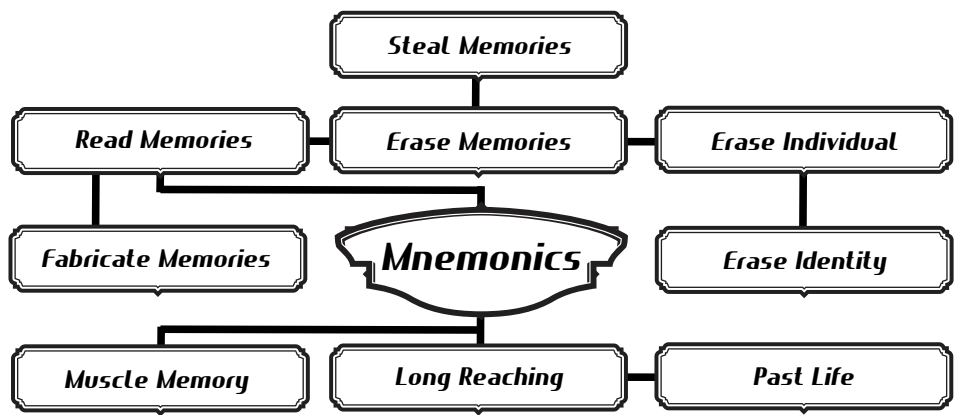
Effect: Once seeing an action, the AMP may duplicate it exactly on their next Action with the same Skill bonus as the target they are copying. For instance, if fighting a martial artist who attacks with a +10 bonus to Fighting, the AMP may use Muscle Memory to strike back with a +10 as well, ignoring their actual levels in this Skill. This Augment cannot push the bonus higher than that of their target and cannot duplicate powers.

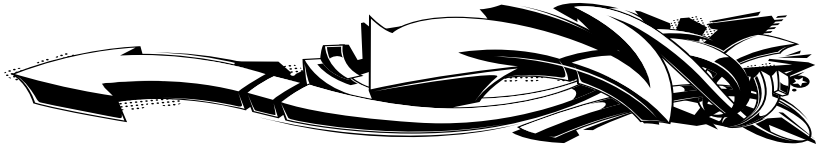
Tricks

Long Reaching (T1)

Check: None
Range: Self
Duration: Scene

Effect: The AMP can now reach back to memories before their powers with perfect clarity, often finding clues in their past they never knew about. With this new info, they can





Erase Memories (T2)

Check: Mnemonics + Discipline

Range: Touch

Duration: Permanent

Resistance: Mental Trauma

Effect: Must have Read Memories. Erase up to (Mnemonics) days from the target's memory. There is no fine-tuning of this erasure, just a black void of time in their lives. Some targets go to great lengths to recover this lost time and can do so through therapy or investigation. The AMP cannot use this in combat.

Erase Individual (T3)

Check: Mnemonics + Discipline

Range: Touch

Duration: Permanent

Resistance: Mental Trauma

Effect: Must have Erase Memories. Erase knowledge of a particular person or idea right out of their target's memory. Can be as mundane as making them forget entirely about the person who stole their data or as sinister as making them forget the identity of their only child. The AMP cannot use this in combat. Cannot be reduced lower than T2.

Erase Identity (T4)

Check: Mnemonics + Discipline

Range: Touch

Duration: Permanent

Resistance: Mental Trauma

Effect: Must have Erase Individual. The AMP wipes the target's mind entirely, reducing them to a person who can walk, talk and function, but without any knowledge of who they are or anyone in their lives. The process requires (Target's Discipline) successes on an Extended check, with each check accounting for 1 hour of excruciating pain for the victim. It also leaves the AMP drained for 12 - (Mnemonics) days and they suffer a -3 penalty to all checks during this time. Like with Erase Memories, shadows of the target's former life may creep in from time to time and they may remember who they are with the right trigger. The AMP cannot use this in combat. Cannot be reduced lower than T3.

Telepathy

Check: Telepathy + Discipline

Range: (Intuition + Telepathy)x 5 ft.

Duration: Concentration

Resistance: Mental Trauma

Core Ability: The AMP gains the ability to send and receive mental messages with up to (Telepathy) others around them. If the target is willing, they may freely have a two-way conversation with anyone within Range, even if they do not see them. Range can be extended by spending 1 Juice to double, 2 Juice to triple and so on. If an unwilling target possesses Telepathy or Authority, they may add it to their Resistance check. The AMP must understand the target's language, but Telepathy otherwise bypasses any other obstacles such as walls or injuries to hearing.

Augments

Enhancements

- **Synced Languages (E1):** The AMP and their target completely understand each other, regardless of their native tongues.
- **Locked Mind (E1):** Provides a +5 bonus to resist mental effects to self or one target within Range. Cannot be reduced below E1 cost.
- **Hive Mind (E1):** Must have Combat Connection. Can use Combat Connection with up to (Telepathy) targets.

Tricks

Combat Connection (T1-5)

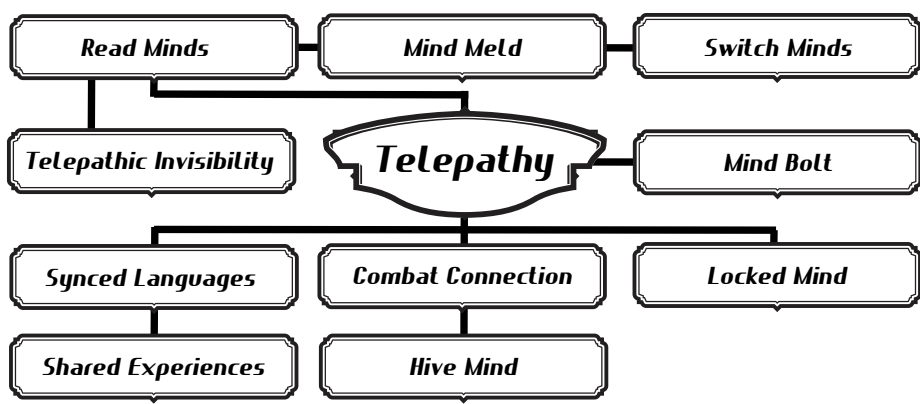
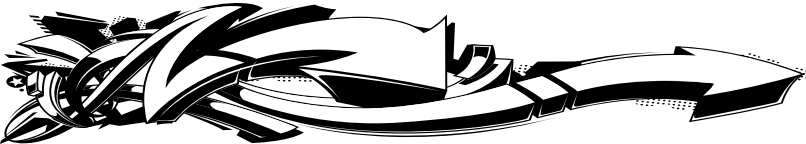
Check: None

Range: Core Ability

Duration: Support (1)

Effect: The AMP and one target sync their minds and receive a +2 bonus (per Juice spent) to all Co-Op Attacks, Protect Actions or Team-work checks to work together.





Chapter Three: Strains and Powers

Read Minds (T1)

Check: Telepathy + Discipline

Range: Core Ability

Duration: Concentration

Resistance: Mental Trauma

Effect: Instead of communicating, the AMP picks up surface thoughts the target isn't giving up willingly. They can instantly tell if someone is lying and can add (Telepathy) to Intimidation or Persuasion checks against their target. If they fail, they cannot attempt to read the target's mind again for 10 - (Telepathy) hours.

Mind Bolt (T2)

Check: Telepathy + Marksmanship

Range: Core Ability

Duration: Instant

Resistance: Mental Trauma

Effect: Forces psychic energy into their target's mind, inflicting 3 damage (Boost 4). If the target succeeds at their Resistance check, they still take half damage.

Mind Meld (T2)

Check: Telepathy + Discipline

Range: Touch

Duration: Concentration

Resistance: Mental Trauma

Effect: Must have Read Minds. The AMP and the target have full access to each other's minds. In an instant, they learn everything about each other, from their names to what their childhoods were like to the location of the secret formula. If the AMP has used Locked Mind, they can resist their own Mind Meld to keep certain information hidden. The AMP can-

not use this in combat. If the target is unwilling, they get a +5 bonus to their Resistance check.

Shared Experiences (T2)

Check: Telepathy + Empathy

Range: Core Ability

Duration: Concentration

Resistance: Mental Trauma

Effect: Must have Synced Languages. The AMP picks one target and shares their senses, seeing through the target's eyes, hearing through their ears, etc.

Telepathic Invisibility (T3)

Check: Telepathy + Stealth

Range: Core Ability

Duration: Scene

Resistance: Mental Trauma

Effect: Must have Read Minds. The AMP reaches into the target's mind to remove themselves and up to (Telepathy)/2 others from the mind's eye, effectively making them invisible.

Switch Minds (T4)

Check: Telepathy + Discipline

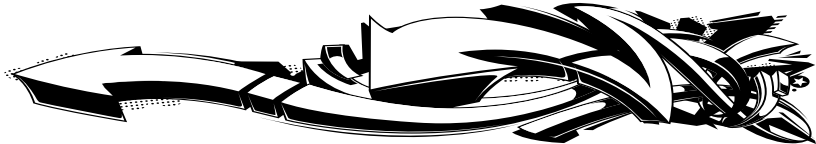
Range: Core Ability

Duration: (Telepathy) days

Resistance: Mental Trauma

Effect: Must have Mind Meld. The AMP and their target (or two other targets within range) switch bodies, their minds gaining new homes. Each suffers a -3 penalty to physical checks for 1 day, as working within a new body is unnerving. After this period, though, they have full control of the body and can even use powers if the target possessed any. If two AMPs switch,





their powers remain with their original body. The AMP cannot use this in combat.

Psych Powers

Astral Projection	Awareness
Mediumship	Oneiromancy
Psychometry	Visions

Astral Projection

Check: Astral Perception + Discipline

Range: Self

Duration: (Astral Projection + Intuition) minutes

Resistance: None

Core Ability: The AMP spends 1 Juice and makes a Simple (10) check to enter a trance-like state to separate their spirit from their body. Failing their check reduces Duration to only (Astral Projection) minutes. In their astral form, the AMP is invisible and incorporeal, giving them the ability to spy on enemies or enter potentially dangerous environments without fear of being hurt. They are immune to physical attacks, but can be affected by mental attacks normally and can see other characters who may be invisible or also in astral form.

While in this form, their body remains motionless and vulnerable to harm. If they take any damage, their spirit returns to their body instantly and they suffer a -2 penalty to all checks for 1 hour as they recover from psychic whiplash.

Augments

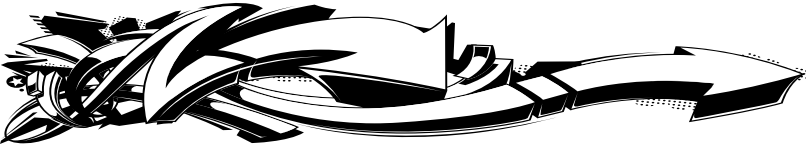
Enhancements

- › **Long Trance (E0):** Duration extends to hours (instead of minutes).
- › **Materialize (E0):** The AMP can now be seen even in their astral form, but is still intangible. This may be turned on or off at will.
- › **Float (E1):** In their Astral Form, they can now float at (Movement)x3. **Check:** Astral Projection + Travel for flight maneuvers.

- › **Affect the World (E1):** Must have Materialize. The AMP remains incorporeal, but can still move and touch things in their environment. They cannot attack with this Augment, as their force of will is not yet strong enough.
- › **Psychic Shield (E2):** They protect their dormant body with a psychic force field with (Astral Projection)/2 Integrity. If struck, the AMP may choose to voluntarily return to their body before it takes damage to avoid whiplash penalties. Cost cannot fall below E1.
- › **Everywhere at Once (E3):** Must have Multi-Astral Form. Creates double the forms which can travel anywhere in the world without limit when using Multi-Astral Form.

Psych Powers





Tricks

Combat Spirit (T2)

Check: None

Range: Self

Duration: (Astral Projection) Rounds

Effect: Must have Affect the World. The AMP may now enter combat as an untouchable combatant, striking their opponents normally, but suffering a -2 penalty to damage. Use of Long Trance returns Duration to minutes.

Possession (T3)

Check: Astral Perception + Discipline

Range: One target

Duration: (Astral Projection) Rounds

Resistance: Mental Trauma

Effect: Must have Long Trance. The AMP can jump into a target's body and take it over. If successful, they have full body control, but not access to memories or Skills. However, they can access powers the target may have at (Level)/2 effect. If the body dies while the AMP possesses it, they suffer 10 - (Astral Projection) Brutal damage. The AMP cannot use this simultaneously with Multi-Astral Form. Cost cannot fall below T2.

Multi-Astral Form (T3)

Check: None

Range: Self

Duration: Core Ability

Effect: Must have Materialize. The AMP splits their spirit into (Astral Projection)/2 forms that can travel up to (Discipline + Astral Projection) x100 ft. away from each other. Handy for having multiple conversations.

Awareness

Check: None

Range: Self

Duration: Scene

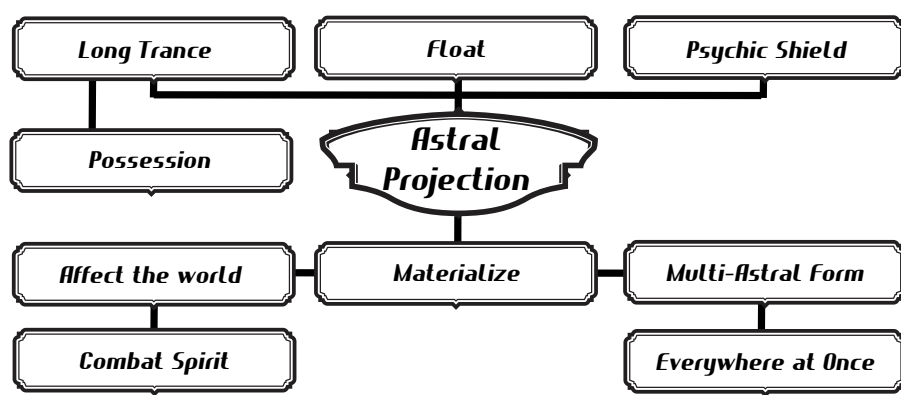
Resistance: None

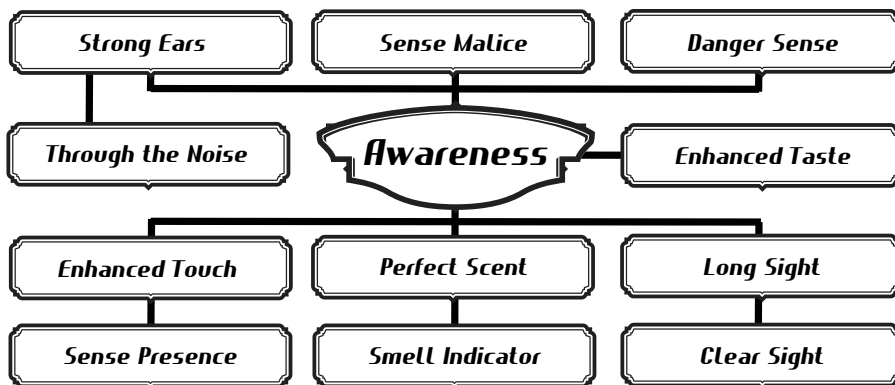
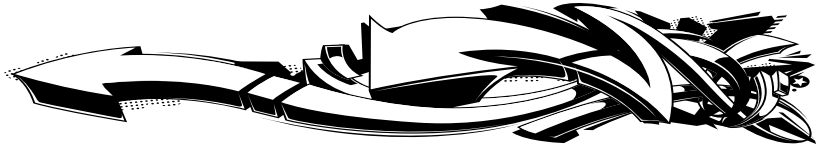
Core Ability: Some people have an alertness far surpassing others. Adds (Awareness)x2 to Perception checks. This power is both active and passive by nature. The AMP can actively attempt to sense something in the area or the GM may spark their senses for them, allowing them a check when others wouldn't get one. If the GM forces use of an Augment, the Juice cost is reduced by 1.

Augments

Enhancements

- › **Danger Sense (E1):** Keen awareness of anything that could harm the AMP, gaining a +5 bonus against Surprise Attacks. If used in combat, it also gives a +5 bonus to Initiative for the first Round.
- › **Enhanced Taste (E1):** Taste a meal and instantly know all of the ingredients. Followup research may be needed to find the names of every ingredient (+2 bonus to Knowledge checks to find out), but they can tell how much of each component there is in the recipe in expert detail.
- › **Enhanced Touch (E1):** The AMP becomes sensitive to the environment, sensing air vibrations and exact temperatures. Gain a +2 bonus against Surprise Attacks and to all Reactions for the Scene.





- › **Long Sight (E1):** Vision extends to up to 1/2 mile away with expert clarity.
- › **Perfect Scent (E1):** Sense of smell sharpens to give a +3 bonus to Smell-based checks, including Tracking.
- › **Strong Ears (E1):** Extends the AMP's hearing to such a degree they can hear a pin drop within 1/2 mile.

Tricks

Sense Malice (T1)

Check: None

Range: (Awareness + Empathy)x10 ft.

Duration: Scene

Effect: Sensing hatred in another is easy. This Augment allows them to sense anyone with the intent to do wrong, making it easy to discern liars, murderers and criminals in a crowd. The AMP receives a +3 bonus to Survival (Tracking) against the target in such situations.

Clear Sight (T2)

Check: None

Range: Self

Duration: Scene

Effect: Must have Long Sight. Eliminates any penalties based on darkness, smoke, heavy rainfall or even dirt in their eye. This does not help if their eyes are damaged.

Through the Noise (T2)

Check: None

Range: (Awareness + Perception)x10 ft.

Duration: Concentration

Effect: Must have Strong Ears. They can isolate a particular person's voice, ignoring any penalties for large crowds or loud environments.

Smell Indicator (T2)

Check: None

Range: (Awareness)x10 ft.

Duration: Scene

Effect: Must have Perfect Scent. The AMP can now catalog the smell of a specific person in their memory to identify them by scent alone at a later time, eliminating the usefulness of disguises or hiding in a crowd. In combat, the AMP ignores blindness penalties or Stealth attempts, as they can always smell where their target hides. They also add (Awareness) to Survival (Tracking) checks for the Scene.

Sense Presence (T3)

Check: Awareness + Survival

Range: (Awareness)x20 ft. radius

Duration: Scene

Effect: Must have Enhanced Touch. Extends their senses to an area, sensing the presence of anyone and everything nearby (i.e. how many, living or non-living, etc.). With a successful Moderate (20) check, the character knows the exact locations of everyone they sensed without even trying.



Mediumship

Check: None
Range: Self
Duration: Scene
Resistance: None

Core Ability: The AMP gains the rarest known power - the ability to sense, speak with and ultimately command the dead. At first, they simply feel the presence of the dead, usually in places where someone has died or places currently being haunted. This sensing is automatic and requires no check. For 1 Juice, they can open their perception to feel what horrible event happened in the area and to see/communicate with the spirit if it still resides there.

Augments

Enhancements

- › **Know Spirit (E0):** Upon seeing a spirit, the AMP instantly knows their name and background. Most importantly, they instantly experience how the spirit died firsthand.
- › **Accept Spirit (E2):** The AMP opens their soul to spirits in the area. If a spirit possesses them, they gain access to Skills and knowledge they do not possess themselves. The GM determines the Skills of the spirit and can give the AMP a total (Mediumship) bonus split between various checks. As possession is taxing to the body, they may only be possessed once per Scene.

- › **Horde (E2):** Must have Zombie. The AMP creates up to (Mediumship) Zombies at one time.
- › **Spirit Swarm (E2):** Must have Spirit Attacker. Spirit Attacker now attacks everyone in the immediate area. A successful Dodge still inflicts half damage. **Range:** (Mediumship)x10 ft. radius. **Resistance:** Dodge

Tricks

Put to Rest (TI)

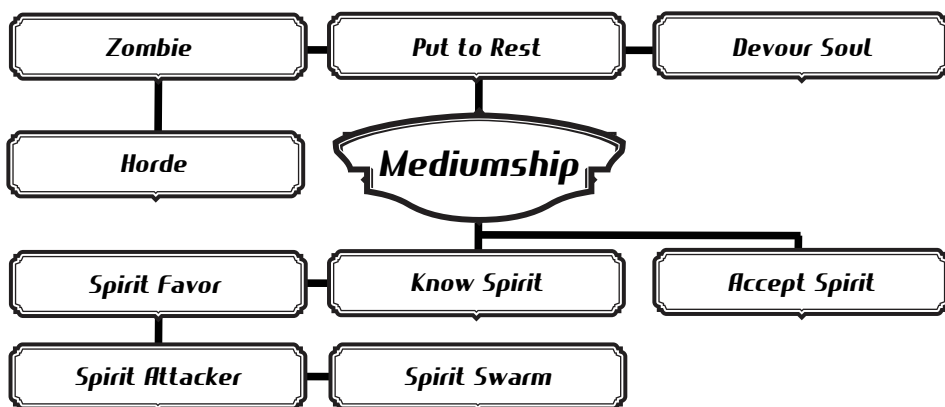
Check: None
Range: Touch
Duration: Instant

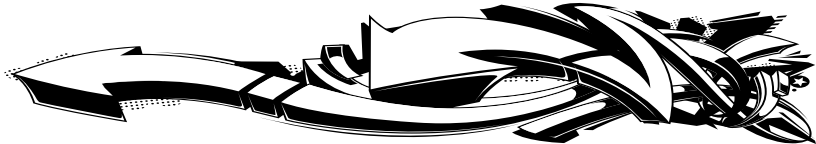
Effect: The AMP eliminates a spirit, sending them to their next life instantly. This is often a merciful act, as many spirits cannot leave this world on their own.

Spirit Favor (TI)

Check: Mediumship + Persuasion
Range: Touch
Duration: (Mediumship) days

Effect: Must have Know Spirit. The AMP sends the spirit to perform a favor. This can include delivering a message, haunting a location or being a lookout. After the spirit completes the favor, it is left to their own devices. A failed Moderate (20) check halves the Duration.





Spirit Attacker (T2)

Check: Mediumship + Marksmanship

Range: Target within (Mediumship)x10 ft.

Duration: Instant

Resistance: Dodge

Effect: Must have Spirit Favor. This manifests a spirit to attack their target, dealing 3 damage. Damage done cannot be negated or blocked by any means, but the target may still Dodge to avoid this attack.

Devour Soul (T2)

Check: None

Range: Self

Duration: Instant

Effect: Must have Put to Rest. Instead of sending a spirit to the afterlife, the AMP absorbs its energy to replenish themselves to full Integrity, regardless of how much damage they've taken. They suffer a -2 penalty to Discipline for the next 11 - (Mediumship) hours as they integrate the spiritual energy.

Zombie (T3)

Check: Mediumship + Crafts

Range: (Mediumship)x5 ft.

Duration: (Mediumship)/2 hours

Effect: Must have Put to Rest. The AMP shoves a spirit into a cadaver to reanimate it. This zombie retains all their prior knowledge and Skills, but suffers a -1 penalty to checks for each hour their body has been dead. The zombie is under the control of the AMP, but they can also give it free will if they choose. Cost cannot fall below T2.

Oneiromancy

Check: Oneiromancy + Perception

Range: Touch

Duration: Concentration

Resistance: None

Core Ability: The AMP learns to view and manipulate dreams, making them masters of aspirations and nightmares alike. They are fully lucid within their own dreams, able to affect aspects or fast forward to the good parts in an instant. They may also spend 1 Juice to touch a target, enter their subconscious and travel to

different parts of their sleeping mind to find hidden info. They can make checks to wade through the ether and find potential secrets. Keep in mind the AMP may need to sneak into someone's house and touch them while they sleep if the target is not a willing participant.

Most surprisingly, the AMP no longer requires a full night's sleep to refresh themselves, instead only needing 6 - (Oneiromancy Level) hours. If lowered to 0, they no longer need sleep and anything requiring sleep to refresh automatically does so every 6 hours. Add (Oneiromancy) to any checks against Unconsciousness or being Knocked Out. The AMP cannot use this power's Augments on themselves.

Augments

Enhancements

- › **Daydream (E2):** May now use Augments on waking targets. Cost cannot fall below E1.
- › **Dream Walk (E2):** Range changes from Touch to Line of Sight within (Oneiromancy + Discipline)x5 ft.
- › **Coma (E2):** Must have Sleep. If affected by Sleep, the target only wakes if brought to half Integrity.

Tricks

Muse (T1)

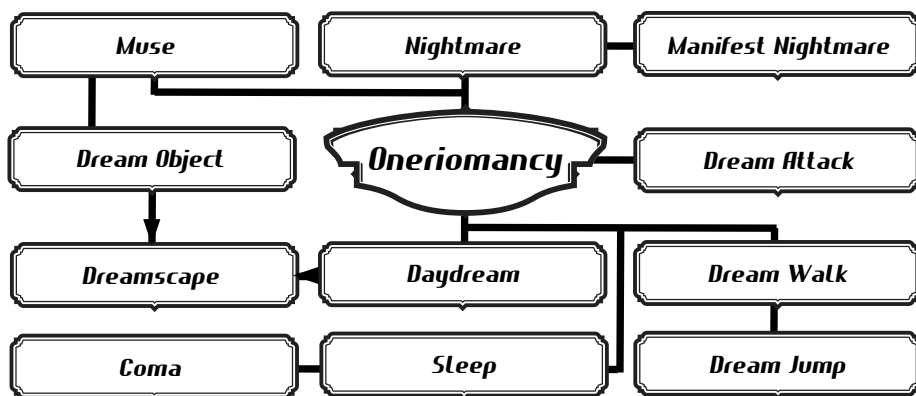
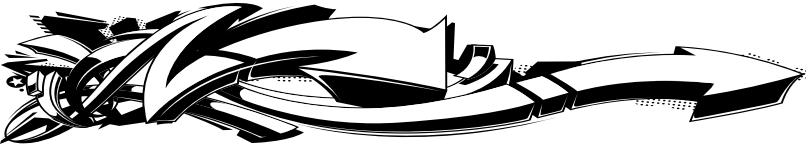
Check: Core Ability

Range: Touch

Duration: 1 day

Effect: Tap into the target's aspirations while they sleep to give them a picture of success. The target awakes with renewed inspiration, gaining a +2 bonus to associated checks for the day. A successful Moderate (20) check means they also gain +1 starting Juice for the day.





Nightmare (T1)

Check: Core Ability

Range: Touch

Duration: 1 day

Effect: Causes the target's worst fears to come true within the dream, giving the AMP insight into how the target ticks. The target does not recharge Juice or Integrity from their sleep. A successful Moderate (20) check means they also lose 1 resting Juice for the day.

Dream Object (T2)

Check: None

Range: Touch

Duration: Scene

Effect: Must have Muse. The AMP plucks an item from their target's subconscious, such as a sword or a blinding mist (depending the dream) and brings it into the real world. The object suffers a -2 penalty to perform its functions (attacking, defense, fixing things, etc.) as it is formed from ephemeral material. It is only partially solid, but cannot be broken or disarmed.

Sleep (T2)

Check: Core Ability

Range: Touch

Duration: (Oneriomancy) hours

Resistance: Discipline + Fortitude

Effect: The target falls asleep for the Duration. This is an unnatural sleep, but the target instantly wakes if they suffer harm. If used in combat, the target receives a +5 bonus to their Resistance check.

Dream Attack (T2)

Check: Oneriomancy + Discipline

Range: Touch

Duration: Instant

Effect: Causes direct mental damage to a sleeping target by finding their dream self and inflicting 3 damage (Boost 4). Their body shows physical signs of dream damage, which can be quite disconcerting to onlookers.

Dream Jump (T3)

Check: Core Ability

Range: Self

Duration: Instant

Effect: Must have Dream Walk. The AMP can enter the target's dreams of past locations and use those memories as a portal to instantly teleport to that real world location, no matter the distance. For example, viewing a dream of going to Paris can land the AMP a trip to the Eiffel Tower. A failed Moderate (20) check means they are slightly off target.

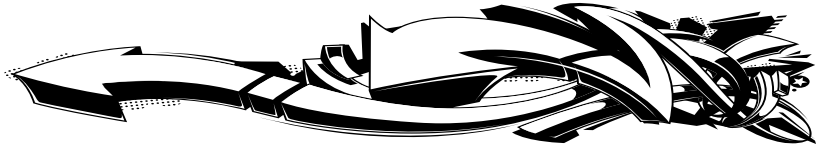
Manifest Nightmare (T3)

Check: None

Range: Touch

Duration: (Oneriomancy) minutes

Effect: Must have Nightmare. The AMP brings a creature reflecting the target's worst fear into the real world. It has Fear 25 + (Oneriomancy) to the target and Fear 15 + (Oneriomancy) to everyone else. The Nightmare has 15 Integrity and uses (Oneriomancy) for checks (Single-Skill) to deal +3B damage. It has +15 Initiative and can take up to (Oneriomancy)/2 Actions per Round at no penalty. It attacks the target who birthed



it first, but continues to attack everything and everyone else as well (only excluding the AMP). The AMP doesn't know what the nightmare's appearance will be until it manifests.

Dreamscape (T4)

Check: Oneiromancy + Discipline

Range: (Oneiromancy + Survival)x100 ft.

Duration: Concentration

Effect: Must have Dream Object and Daydream. Changes the environment to match a dream, such as a forest no one can find their way out of to confuse chasers, or the scene of a vicious murder the target witnessed to gain clues about why it occurred. Any items or people in the dream come to life and can inflict real harm to anyone but the AMP.

The entire area doesn't change all at once, taking 11 - (Oneiromancy) minutes to transform to the AMP's liking. However, during this period, the AMP can use changes in the environment to attack others, such as creating a river of lava beneath their target's feet or sending dream knives toward them by making a check. If successful, they inflict (Oneiromancy)/2 in damage. Once complete, the Dreamscape lasts for the Scene or until the AMP is killed, Knocked Out or chooses to end it. Cost cannot fall below T2.

Psychometry

Check: Psychometry + Intuition

Range: Touch

Duration: Instant

Resistance: None

Core Ability: The AMP receives impressions or limited visions connected to items they touch. For 1 Juice, they instantly know the re-

cent history of an item up to (Psychometry) days ago. History includes images of previous owners and psychic reflections of actions it was used for. For example, touching a murder weapon might show images of the victim and give the AMP a feeling of being stabbed by the knife. They can make checks to interpret any strange images they see. A particularly violent vision may require a Moderate (20) Psychometry + Fortitude check to resist suffering a -2 penalty to all checks from its physical manifestation.

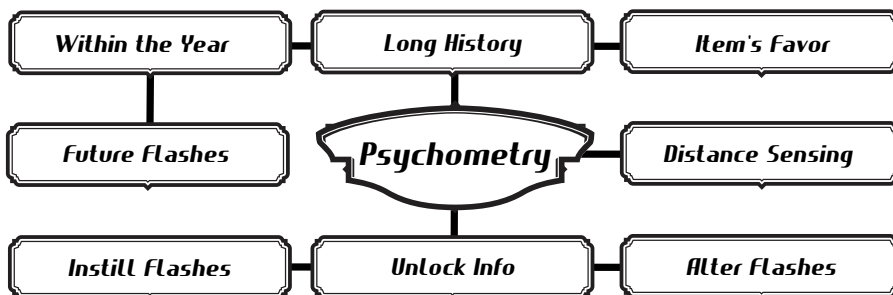
Psychometry is often triggered automatically if the sensations are strong enough, which allows the AMP to make a check if they so choose. If the GM forces use of the Core Ability or an Augment, the Juice cost is reduced by 1.

Augments

Enhancements

- › **Long History (E0):** Extends the history of items to (Psychometry) weeks (instead of days).
- › **Unlock Info (E1):** The AMP can bypass the uncertainty and confusion of their gift to get deeper knowledge of the circumstances surrounding the item. Instead of images of a murder victim's face, they might get a full body image, a name or flashes of a newspaper if it corresponds to something they've read/seen in the news.
- › **Within the Year (E1):** Must have Long History. Extends the history of items from weeks to (Psychometry) months.
- › **Distance Sensing (E2):** Range changes from Touch to Line of Sight within (Psychometry + Discipline)x10 ft.

Psych Powers





Tricks

Item's Favor (T1)

Check: Core Ability

Range: Touch

Duration: Scene

Effect: Must have Long History. The AMP can connect to the proficiency of an object's previous owners. Depending on the item, they can gain a (Psychometry) bonus to appropriate Skills. For example, using an ancient warrior's sword may grant a bonus to Fighting checks, while using a master painter's brushes may give a bonus to Crafts (Art). If they fail a Simple (10) check, their bonus reduces to (Psychometry)/2.

Instill Flashes (T2)

Check: Psychometry + Knowledge

Range: Touch

Duration: Support (1)

Effect: Must have Unlock Info. The AMP leaves a psychic vision, message or warning of some sort on an item. The next person to

touch the item receives this impression. Simply relaying a message is one thing, but it can also create a Fear 20 + (Psychometry) effect for the victim, depending on the images left behind. The AMP may need a check to leave accurate information not sullied by personal objectivity. Difficulty for this check depends on how personally attached they are to the vision left.

Future Flashes (T3)

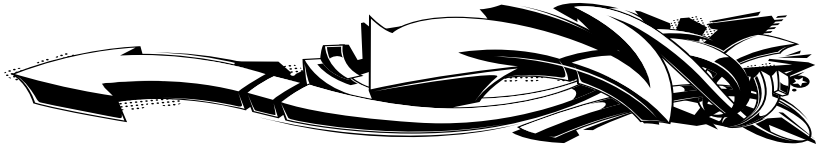
Check: Core Ability

Range: Touch

Duration: Instant

Effect: Must have Within the Year. The AMP can now receive flashes of what will "most likely" happen regarding the object they touch (especially the intentions of the current owner). These visions are much vaguer than those of things already past and require a number of Moderate (20) checks to wade through the ether to get correct messages. Cost cannot fall below T2.





Alter Flashes (T3)

Check: Psychometry + Knowledge

Range: Touch

Duration: Instant

Effect: Must have Unlock Info. The AMP can change or erase impressions connected to an object entirely. For example, they could make a murder weapon give flashes of a homemaker using the knife to cook. This removes dread feelings from an item or cancels crucial clues another Psych could pick up on later. The AMP may need a check to leave accurate information not sullied by personal objectivity. Difficulty for this check depends on how personally attached they are to the vision left.

Visions

Check: Visions + Intuition

Range: Touch

Duration: Instant

Resistance: None

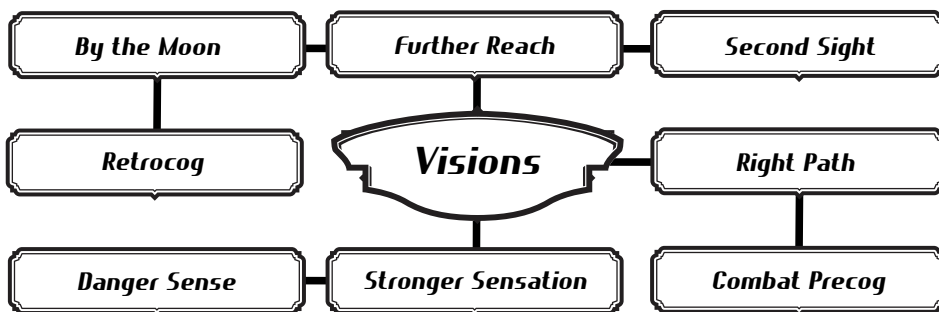
Core Ability: The AMP receives visions of themselves, people they've encountered and sometimes perfect strangers. Each night they sleep, the GM may grant them a cryptic vision. The AMP can attempt a Moderate (20) check to discern its meaning and receive a modifier to their check based on their familiarity with the dream's subject: +2 bonus for themselves, +0 bonus for someone in their social circle or -2 penalty for strangers. If the target follows advice given to them based on the AMP's vision, they receive a +2 bonus to their checks to fulfill the vision. If they go against the advice, this changes to a -2 penalty.

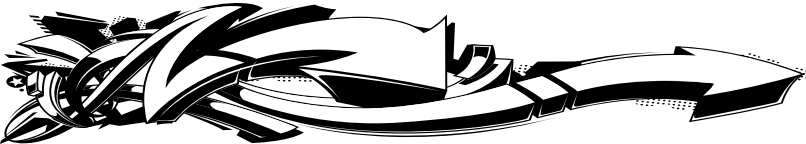
Forcing a vision can be done by spending 1 Juice while thinking about a particular person, circumstance or location. The AMP receives one piece of info, plus another for each Boost on a Simple (10) check. If they still want more, they can take 1 damage in place of a Boost. These forced visions only extend up to (Visions) days into the future, but those freely given by the GM have an unlimited range. For example, seeing if a friend will meet the love of their life usually garners a yes or no response. With Boosts, however, they may glean things like the color of the future love's hair, what they'll be wearing or where they'll meet them. The GM is the arbiter of how cloudy visions may be, of course, as fate likes to keep secrets. If the GM forces use of an Augment, the Juice cost is reduced by 1.

Augments

Enhancements

- › **Further Reach (E1):** Extends forced visions timeframe to (Visions) weeks (instead of days)
- › **Stronger Sensation (E1):** Following the AMP's advice now gives a +4 bonus towards fulfilling the vision or a -4 penalty to go against their fate.
- › **By the Moon (E2):** Must have Further Reach. Extends forced visions timeframe from weeks to (Visions) months. Cost cannot fall below E1.
- › **Retrocog (E3):** Must have By the Moon. Visions may now sense the past of their target. Cost cannot fall below E1.





Tricks

Right Path (T1)

Check: None
Range: Self
Duration: Instant

Effect: When faced with a dilemma, the AMP may ensure they make the right choice. They may roll twice and take the better of the two checks. This Augment is reflexive.

Danger Sense (T1)

Check: None
Range: Self
Duration: Scene

Effect: Must have Stronger Sensation. Instant warning of impending danger, making them immune to Surprise Attacks and adding (Visions) to Initiative.

Combat Precog (T2)

Check: None
Range: Self
Duration: Battle or Support (1)

Effect: Must have Right Path. The AMP receives a +2 bonus on all Reactions to avoid attacks. When they see an opening and want to make an attack of their own, they gain a +4 bonus and +1 damage. Reaction bonus lasts the Battle or until they use their attack bonus.

Second Sight (T3)

Check: Core Ability
Range: Self
Duration: Instant

Effect: Must have Further Reach. The AMP receives visions of current happenings. Focusing on a person or location within (Intuition + Visions)+10 miles, they can see exactly what that person is doing. The AMP cannot use this on a stranger. If they fail a Moderate (20) check, this halves their range of vision.

Shaper Powers

Blight	Darkness
Healing	Luck
Technopathy	Transmutation

Blight

Check: None
Range: Self
Duration: Instant
Resistance: None

Core Ability: Weilding a gross power indeed, an AMP with Blight can manipulate the worst things in the world: pollution, sickness and disease. They become immune to Disease and Infection themselves, and add (Blight)/2 to checks against poison. If they encounter someone who is sick, they can touch them and immediately know the cause and intensity of their disease by spending 1 Juice.

Augments

Enhancements

- › **Spoiled Body (E1):** Fully corrupts the AMP's body, making them immune to poison.

Tricks

Accelerate Sickness (T1)

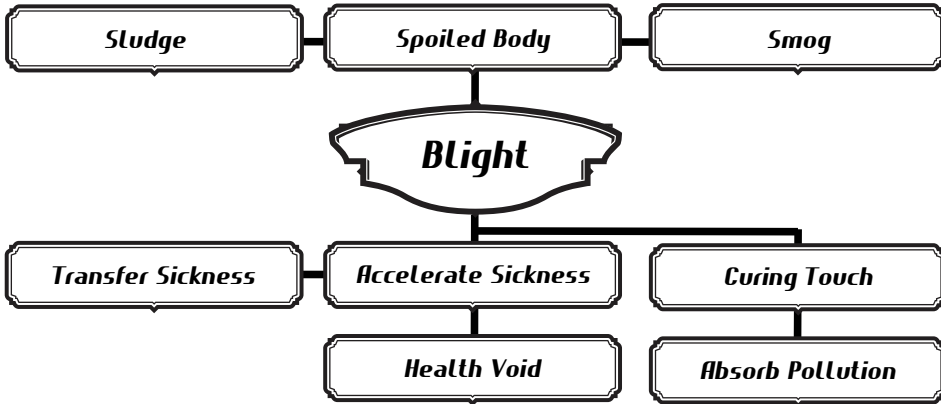
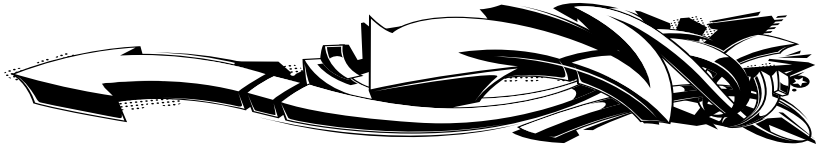
Check: None
Range: Touch
Duration: Instant

Effect: The AMP doubles the effects (i.e. damage, speed of spreading, etc.) of any sickness or poisons/drugs in the target's body. The AMP cannot use this in combat.

Curing Touch (T1)

Check: None
Range: Touch
Duration: Instant

Effect: Removes any disease the target may have in their system and heals Integrity up to (Blight)/2 to the AMP based on its intensity. For example, curing a cold may garner 1 Integrity,



while stripping someone of cancer may recover the maximum of 5 Integrity.

Sludge (T2)

Check: None

Range: Self

Duration: Battle

Effect: Must have Spoiled Body. Their pores release a toxic ooze making them slippery to the touch, dealing 1B per Round with skin contact and giving a +5 bonus to resist Grab attempts.

Smog (T2)

Check: None

Range: (Blight)x10 ft. radius

Duration: (Blight)/2 Rounds

Resistance: Fortitude

Effect: Must have Spoiled Body. The AMP releases a thick cloud of noxious smoke that envelops the area, forcing victims to make a Moderate (20) check or suffer 1 damage (cannot be negated by AR). Everyone in the area also suffers a -8 penalty to all Ranged attacks, as sight is limited to about 2 ft. At the start of each Round, anyone still in the cloud must make another check.

Transfer Sickness (T2)

Check: Blight + Marksmanship

Range: Target within (Blight)x5 ft.

Duration: Instant

Resistance: Dodge/Find Cover and Fortitude

Effect: Must have Accelerate Sickness. The AMP takes a disease from one target within (Blight)x10

ft. and transfers it to another target who must make a Moderate (20) Fortitude check with a (Blight)/2 penalty. Failure leaves the new target stricken with the same sickness at the same stage the previous owner had it. The target suffers a (Blight)/2 penalty to this check. Cornering an AMP with Blight in the terminal ward may leave attackers on death's door.

Health Void (T3)

Check: None

Range: (Blight)x100 ft. radius

Duration: (Blight + Medicine) Rounds

Effect: Must have Accelerate Sickness. No one within Range heals naturally and victims also suffer a (Blight)/2 penalty to Fortitude checks, as the AMP's presence drains any prosperous elements from others' bodies. Anyone with healing powers can still use them, but must pay double the normal Juice cost. Cost cannot fall below T2.

Absorb Pollution (T3)

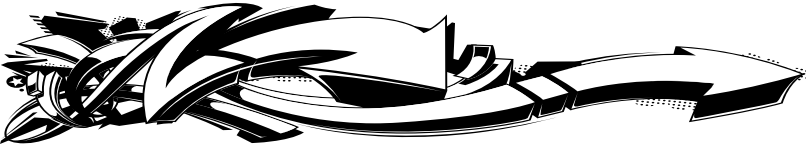
Check: None

Range: (Blight + Fortitude)x10 ft. radius

Duration: Instant

Effect: Must have Curing Touch. This extends their curing abilities to an area, stealing any sickness or poison from anyone within Range and draining pollution from the air, water and earth. This instantly heals the AMP for (Blight) Integrity as well, regardless of damage type.





Darkness

Check: None
Range: Self
Duration: Scene
Resistance: None

Core Ability: The AMP is now kin to darkness. Their veins darken through their skin and they become immune to darkness penalties, as their eyes pierce shadow with ease. For 1 Juice and a Touch, they may allow another to see through darkness as well. The AMP may also add (Darkness)/2 to Stealth checks, as the darkness cloaks their every movement and helps conceal items.

Augments

Enhancements

- › **Puppets (E0):** The AMP can put on a show or tell a story by manipulating shadows into different shapes, against a wall or other surface. These shapes cannot harm a target, but can be used to create frightening concepts to cause a Fear 10 + (Darkness) check from onlookers. They may also use this to add a (Darkness)/2 bonus to a Distract Action during Battle.
- › **Total Darkness (E1):** Full (Darkness) added to Stealth checks.

Tricks

Black Blade (T1)

Check: None
Range: Self
Duration: Battle

Effect: Must have Puppets. The AMP forges a melee weapon from pure shadow. Stats match its mundane counterpart, but it suffers a -1 damage penalty. However, the blade deals double damage against energy lifeforms, elemental lifeforms or spirits created from other powers like Earth, Constructs and Mediumship.

Cloak Ally (T1)

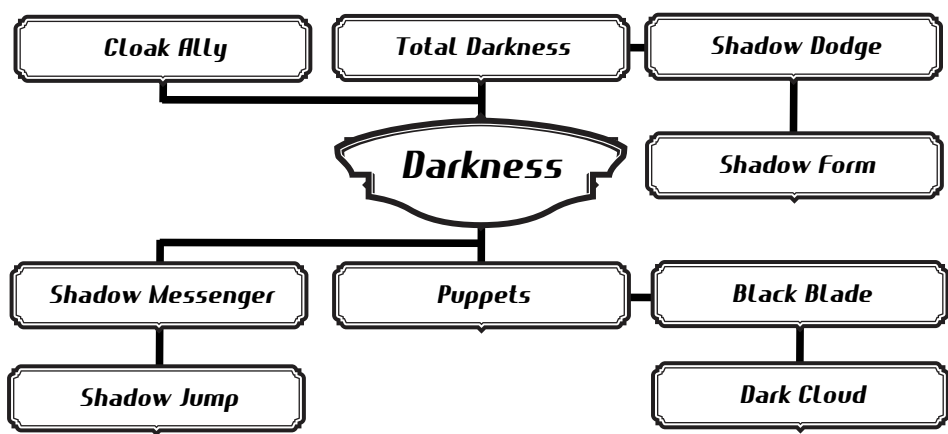
Check: None
Range: Touch
Duration: Scene

Effect: Grants (Darkness)/2 Stealth bonus to up to (Intuition) others. This darkness applies normal penalties to allies, as it is hard to see through the cloak for them as well.

Dark Cloud (T2)

Check: Darkness + Survival
Range: (Darkness + Discipline)x10 ft.
Duration: (Darkness) Rounds

Effect: Must have Black Blade. Create a stationary sphere of shadow up to 40 ft. in diameter, casting everyone within the affected area into darkness and inflicting a -10 blindness penalty. The AMP must make a Moderate (20) check when summoning the shadow, with a failure reducing the penalty to -5 instead.





Shadow Messenger (T2)**Check:** Darkness + Knowledge**Range:** (Darkness)x2 miles**Duration:** Scene

Effect: The AMP sends their shadow to deliver a message to someone they know within Range. It can be as long as a few lines of speech that the shadow delivers silently by melding with the target's shadow. If the AMP fails their Simple (10) check, their message arrives garbled and the recipient may need to make a Moderate (20) Knowledge + Intuition check to decipher it. The AMP cannot use Shadow Form while they are missing their own shadow.

Shadow Dodge (T2)**Check:** None**Range:** Self**Duration:** Reaction

Effect: Must have Total Darkness. Their body turns to pure shadow for an instant, avoiding a single attack outright, no matter how good the check was or how much damage it would have inflicted. Even works against area of effect attacks.

Shadow Jump (T3)**Check:** None**Range:** Self**Duration:** Instant

Effect: Must have Shadow Messenger. The AMP moves into a shadow and instantly teleports to another shadow up to (Darkness)x100 ft. away. If used in Battle, this Augment also grants a +3 bonus to hit and +1 damage to their next attack.

Shadow Form (T4)**Check:** None**Range:** Self**Duration:** Scene

Effect: Must have Shadow Dodge. The AMP and their belongings become pure shadow, immune to physical damage and able enter places they'd never be able to otherwise; they are now the perfect spy. They also travel at (Movement)x2.

Entering a brightly lit area forces a Moderate (20) Fortitude + Darkness check, with a failure meaning they snap back into their physical form. If this light was sunlight, they suffer 13 - (Darkness) Brutal damage as well. The AMP cannot attack in this form. Cost cannot fall below T2.

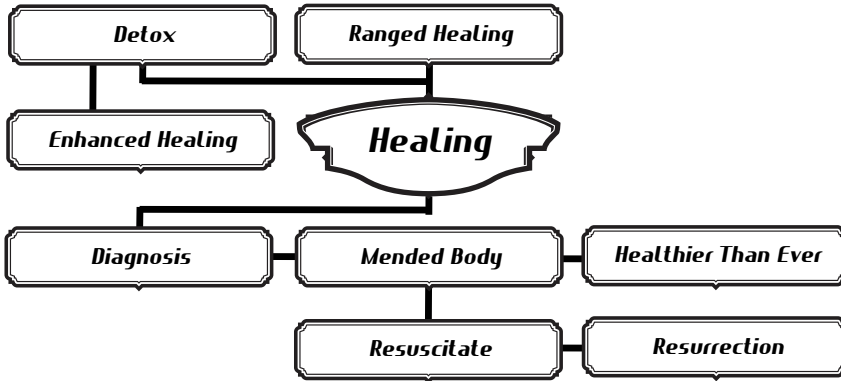
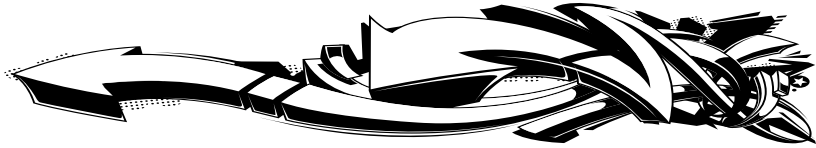
Healing**Check:** Healing + Medicine**Range:** Touch**Duration:** Instant**Resistance:** None

Core Ability: One of the most powerful and sought after powers, Healing is the ability to mend wounds and save lives. First, it fortifies their own body against becoming sickened, giving them healthy skin and adding (Healing) against Disease, Poisons and Deprivation.

For 1 Juice, they may also heal someone else with a Simple (10) check. Success means the target regains 2 Integrity, regardless of type, +1 Integrity per Boost. This recovery cannot exceed the target's maximum Integrity. Instead of spending Juice, the AMP may also take 1 damage to activate this power, but must still use Juice for any Augments. If the AMP also has Regeneration, damage taken is Brutal, as their body actively fights against Integrity loss. Using this power on one's self costs +2 Juice.

Augments**Enhancements**

- › **Diagnosis (E0):** Instantly sense what is wrong with their target, whether a broken bone or later stages of Cancer.
- › **Detox (E1):** In addition to regaining Integrity, poisons/drugs are eliminated from the target's system. Target also adds (Healing) against poisons/drugs for the next day.
- › **Mended Body (E1):** Must have Diagnosis. In addition to regaining Integrity, Bleeding, fresh scars and broken bones are healed.
- › **Healthier Than Ever (E2):** Must have Mended Body. Excess Integrity regained over the target's maximum Integrity now becomes Temporary Integrity. **Duration:** Scene. Cost cannot fall below E1.
- › **Ranged Healing (E2):** Heal anyone within (Healing)x10 ft., without the need to touch them. Cost cannot fall below E1.
- › **Enhanced Healing (E3):** Must have Detox. Increases the AMP's power substantially, doubling the Integrity regained.
- › **Resurrection (E3):** Must have Resuscitate. Increases time the target can be dead from hours to days when using Resuscitate.



Tricks

Resuscitate (T3)

Check: Healing + Medicine

Range: Touch

Duration: Permanent

Effect: Must have Mended Body. The AMP can bring the recently dead back to life by infusing the target with their own life energies, which makes it a dangerous proposition. Target cannot have been dead for longer than (Healing) hours and suffers only half Consequences (pg. 187) as they normally would. The AMP must also make a Moderate (20) check or take Brutal damage equal to the maximum Integrity of their target.

Luck

Check: None

Range: (Luck + Perception)x5 ft.

Duration: Instant

Resistance: None

Core Ability: The AMP becomes the center of probability, able to affect either good or bad luck in any situation. First, if they are ever the victim of a Critical Failure, they may reflexively spend 1 Juice to reroll their check. The AMP may also reflexively modify any check made in their presence, applied before it is rolled, by spending Juice to give a bonus or penalty (capped by their level):

+/-1 to +/-3	1 Juice
+/-4 to +/-6	2 Juice
+/-7 to +/-9	3 Juice
+/-10	4 Juice

For example, an AMP with Luck 5 can spend 2 Juice to give a +5 bonus to any check or spend 1 Juice to give a -3 penalty to another check. The GM may proactively spend the character's Juice to give the AMP reflexive bonuses or to avoid traps/ambushes. If the GM forces use of this power or an Augment, the Juice cost is reduced by 1.

Augments

Enhancements

› None

Tricks

Up the Odds (T1)

Check: None

Range: Self

Duration: Support (1)

Effect: The AMP sets themselves up for greatness. For their next task, they can make two checks and take the better of the two.

Sharpshooter (T1)

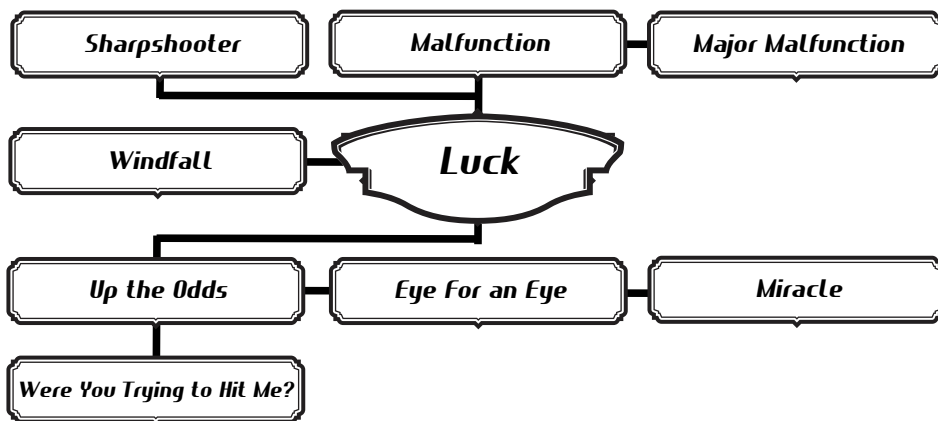
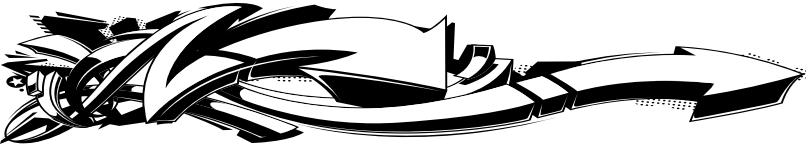
Check: None

Range: Self

Duration: Support (2)

Effect: The AMP just seems to hit the right spot, adding +1 damage to their next two attacks or +2 damage to a single attack.





Malfunction (T1)

Check: None
Range: Core Ability
Duration: Scene

Effect: The AMP just looks at a machine and alters the probability it will short out, jam or otherwise stop working. The next time it is used, the user not only suffers a -3 penalty to their check, but a Natural 1-5 renders it useless and takes up the user's Action as well.

Were You Trying to Hit Me? (T2)

Check: None
Range: Self
Duration: Reaction

Effect: Must have Up the Odds. An attack on the AMP simply misses, no matter how good the check was or how much damage it would have done. This is not a matter of skill; the AMP simply lucks their way out of taking damage somehow. Even works against area attacks.

Windfall (T2)

Check: Luck + Intuition
Range: Self
Duration: Scene

Effect: The AMP instantly finds or otherwise acquires, seemingly out of the blue, an item outside of their Wealth possibilities. Maybe the AMP finds a gun hidden in the trash at just the moment they need it or a millionaire is giving free jet rides that day. The item cannot have a Cost higher than (Luck)/2. If they fail a Simple (10) check, this falls to (Luck)/3. Unless the player spends XP to increase their Wealth, this is always a temporary gain.

Major Malfunction (T2 or 3)

Check: None
Range: Core Ability
Duration: Scene

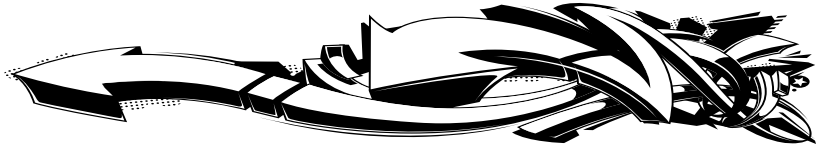
Effect: Must have Malfunction. The very next time someone uses the machine, regardless of the check, it stops working. Attempts to repair it suffer a -10 penalty. For 3 juice, the device actually explodes dealing up to (Luck) damage to anyone within range of the blast, determined by the size of the device. A cell phone would have a much smaller radius than a car, for instance.

Eye for an Eye (T3)

Check: Luck + Intuition
Range: Touch
Duration: Special

Effect: Must have Up the Odds. The AMP places a blessing or a curse on their target after performing some kind of action. Eye for an Eye guarantees that sometime within 15 - (Luck) days something equally good or bad will happen to the target. A successful Moderate (20) check means this is reduced to 10 - (Luck) days. For instance, using this on someone who steals a car means the victim might have their home burglarized. Using this on someone who volunteers time at the soup kitchen may get them a winning lotto ticket for enough money to buy that pool their family has been wanting. The Trick cannot be used in Battle. Cost cannot fall below T2.





Miracle (T4)

Check: None

Range: Self

Duration: Instant

Effect: Must have Eye for an Eye. The exact thing that needs to happen, does, and the current situation ends well for the AMP. The only limitation is no one will die from the AMP using this Augment, but good for the AMP doesn't always mean good for everyone else involved. What exactly happens is up to the GM, who is encouraged to make it as implausible and outlandish as possible while still staying within the realm of possibility. Cost cannot fall below T3.

Technopathy

Check: Technopathy + Crafts

Range: (Technopathy + Persuasion)x5 ft./x10 ft./x20 ft.

Duration: Scene

Resistance: None

Core Ability: The AMP gains an innate connection to computers and other electronics, making their interface with technology second nature. Add (Technopathy) to any Technology checks and (Technopathy)/2 to Crafts checks when interacting with machines. With a blueprint, the right parts and 1 Juice to spend, the AMP can will pieces to instantly come together in the right order, allowing them to build complex machines and objects in seconds.

Augments

Enhancements

- **Tech Speak (E1):** The AMP no longer requires keyboards or mice to interface. They simply have a conversation directly with technology and make Technopathy + Persuasion check to see how they get along with the machine. Sometimes, convincing the computer to help is easier than trying to hack it.
- **Overload (E1):** Completely shut down a machine. No check is necessary; the machine just stops working at the AMP's command. It cannot be repaired for (Technopathy) days.
- **Repair (E1):** Instantly fix whatever is wrong with a machine (be it a faulty wire or fried circuits), without a check needed. Use of this Trick is the only way to counter-act Overload.

Tricks

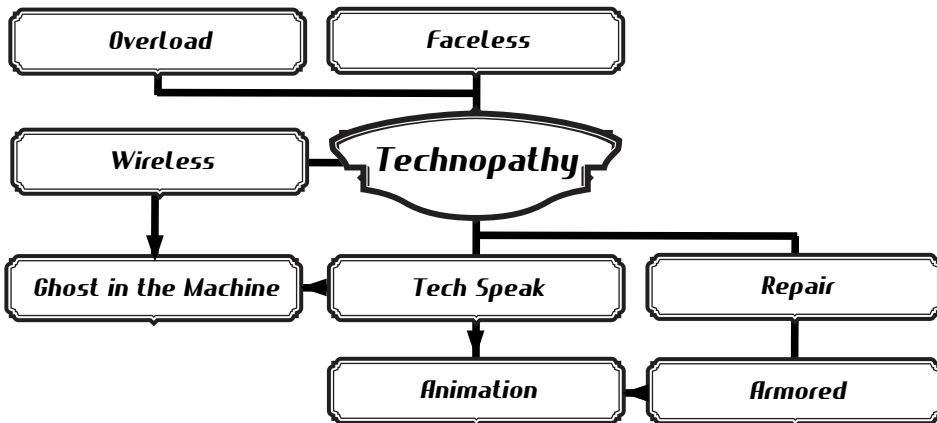
Faceless (T1 or 2)

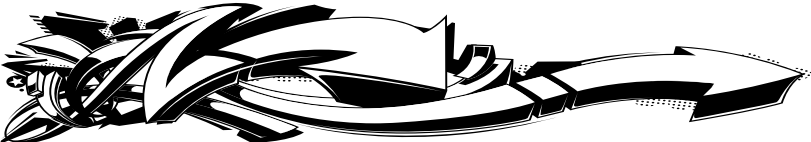
Check: Technopathy + Deception

Range: Self

Duration: Scene

Effect: The AMP no longer appears on recording equipment or detection devices. For 2 Juice and a Moderate (20) check, they send false readings back to the device, either making their face look like someone else's, changing the words stored on a voice recorder or giving a completely wrong location to a radar tracker.





Wireless (T2)

Check: None

Range: Self

Duration: Scene

Effect: The AMP can now mentally connect to the internet, perform research and do anything else that usually requires a computer (except print, obviously). They may now make appropriate Technology checks from anywhere in the world.

Armored (T2)

Check: None

Range: Touch

Duration: Scene

Effect: Must have Repair. Makes a machine more resilient, granting (Technopathy)/2 in AR against any damage or a (Technopathy) penalty to others trying to bypass its security. For example, a character with Technopathy 6 can fortify their car with AR 3/3 or impose a -6 penalty to attempts to hack their computer.

Ghost in the Machine (T3)

Check: Technopathy + Discipline

Range: Target within Core Ability Medium Range

Duration: Scene

Effect: Must have Tech Speak and Wireless. Downloads the AMP's mind into the machine to control its every function as if it was their own. They retain all mental abilities, but physical Skills are now replaced with the machine's. Computers have little in the way of physical Might and are quite stationary, while a bulldozer can cause lots of destruction. Their body remains unmoving, and it is wise to plan for protection. If they fail a Moderate (20) check, they suffer a -2 penalty to all checks while in their machine body.

Animation (T4)

Check: Technopathy + Discipline

Range: Touch

Duration: Scene

Effect: Must have Tech Speak and Armored. The AMP gives a machine sentience, allowing it to act on its own or take simple commands. The machine retains its normal Integrity, but now uses the AMP's (Technopathy) for mental and social Skill checks. This lets the machine speak with anyone, not just the AMP, and every machine has a personality all their own. If they fail a Moderate (20)

check, the machine is truly the dumbest knife in the drawer. Cost cannot fall below T2.

Transmutation

Check: Transmutation + Crafts

Range: Touch

Duration: Scene

Resistance: None

Core Ability: Humans have always sought the power of Transmutation - the ability to turn one thing into something else. To start, the AMP can make minor changes to any item with a touch, including altering an item's basic shape, style, color or texture (check needed for specific design elements). This new ability even grants them a (Transmutation) bonus to any Crafts checks. This power and its Augments only work on objects, not living creatures.

Augments

Enhancements

- › **Instant Weapon (E0):** Gives weapon-like properties to almost anything in their hands (duplicating stats of a mundane counterpart). For instance, an umbrella may hit like a baseball bat or playing cards throw like darts. The GM and player should agree on the stats the object receives.
- › **Anything I See (E2):** Range changes to Line of Sight, instead of needing touch. Cannot be reduced below E1 cost.
- › **Permanence (E4):** Must have Anything I See. Changes made are permanent. They can use their power to change it again, but it won't revert to its original form any longer. Cannot be reduced below E2 cost.

Tricks

Sink (T1-5)

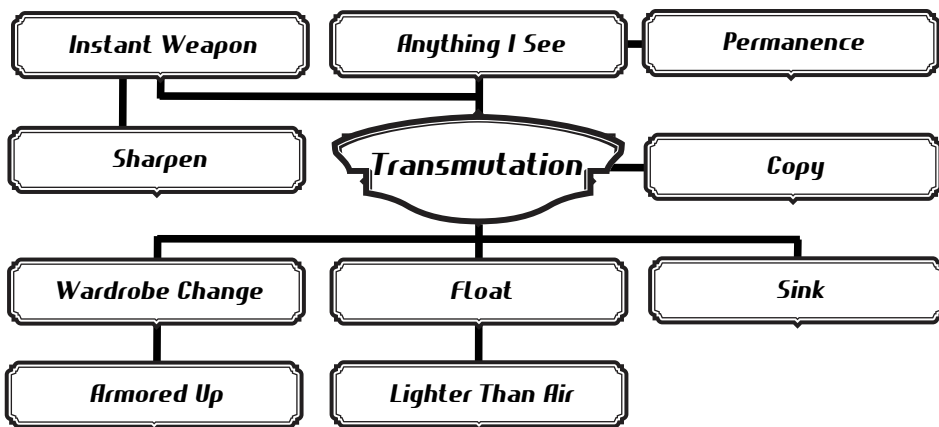
Check: None

Range: Touch

Duration: Scene

Effect: Affect the weight of an object, making it much heavier (x2, x3, x4, x5, x6).





Copy (T1 per Size)

Check: Transmutation + Crafts

Range: Touch

Duration: Scene

Effect: Create an exact copy of an item, like duplicating money or crafting an additional weapon to give to a comrade. The item dissolves when the Duration ends.

Float (T1 per Size)

Check: None

Range: Touch

Duration: Scene

Effect: Things that should sink to the bottom of the ocean float to the top, instead. Can also make items float off like a balloon.

Sharpen (T1)

Check: None

Range: Touch

Duration: While held

Effect: Must have Instant Weapon. Any weapon in their hand becomes stronger and sharper, granting +1 damage with (Transmutation)/2 AP. The weapon must stay in their hands for the effect to continue. If disarmed, it returns to its original form. Sharpen can only affect an item once.

Wardrobe Change (T1)

Check: Transmutation + Crafts

Range: Touch

Duration: (Transmutation) days

Effect: The AMP changes their current clothes and accessories into a completely different out-

fit in seconds, instead of having to change each piece of clothing individually with the Core Ability. The AMP may need a Simple (10) check if attempting to copy another's clothes exactly. If changing to camouflage or an outfit that fits in with a crowd, they may add (Transmutation) to Stealth while in that environment.

Lighter Than Air (T2 or 3)

Check: None

Range: Self

Duration: Scene

Effect: Must have Float. Picking up an object is easy when you reduce its weight. Spending 2 Juice adds (Transmutation) to Might checks for lifting objects and +25 lbs. per Transmutation level to their Carry value. For 3 Juice, bonus to Might is (Transmutation)x2 and it adds +50 lbs. per level to Carry.

Armored Up (T3)

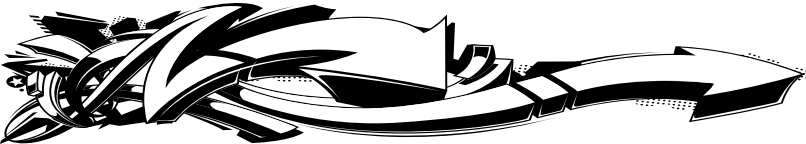
Check: Transmutation + Crafts

Range: Touch

Duration: Battle

Effect: Must have Wardrobe Change. The AMP can change their tuxedo into a suit of armor or their work uniform into Kevlar. This Trick alters their current clothing to provide up to (Transmutation)/2 in AR against any damage. If the type of armor they want is within Line of Sight, there is no check needed. Otherwise, they need a successful check to ensure they get it right. Difficulty is Simple (10) if they have worn the armor type before or Moderate (20) if they have not.





Shifter Powers

Duplication	Elasticity
Intangibility	Invisibility
Shapeshifting	Sizing

Duplication

Check: None
Range: Self
Duration: Scene
Resistance: None

Core Ability: Ever wanted to be in multiple places at once? An AMP with Duplication can do just that - create clones of themselves. These are exact copies of the AMP at the time of creation, including what they are currently wearing, holding, etc., but their memory splits. The clone's Integrity and abilities are dependent upon the amount of Juice spent to conjure it:

1 Juice	1/4 Integrity and -3 modifier to Skills and damage
2 Juice	1/2 Integrity and -2 modifier
3 Juice	3/4 Integrity and -1 modifier
4 Juice	Equal to the AMP's Integrity and bonuses

The AMP may summon up to (Duplication) duplicates. For example, an AMP with Duplication 4 and 12 Integrity could spend 5 Juice to create 4 Clones (three with Integrity 3 and one

with Integrity 6). A clone has access to the same Skills and powers of the AMP, and even accrues Juice normally, but powers cost +1 Juice to activate for a clone. If fighting together, all duplicates act on the same Initiative as the AMP.

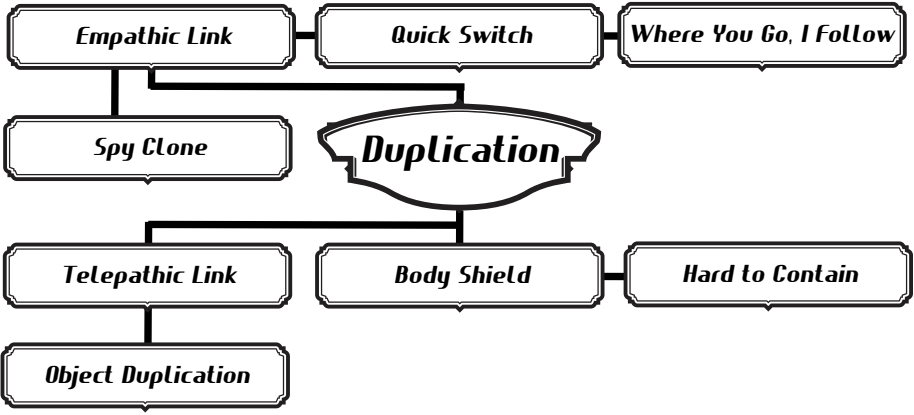
If creating clones is strictly for temporary assistance with an Extended check, each duplicate created eliminates a necessary success. For instance, if the GM determines the character needs 5 successes to complete their task, the character can summon 2 clones to reduce this down to 3 successes needed.

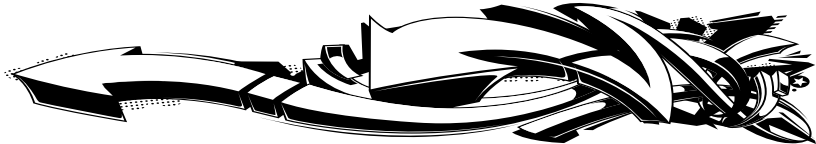
A duplicate cannot create another duplicate. Any duplicates dissipate if the AMP suffers a Knock Out or dies.

Augments

Enhancements

- › **Empathic Link (E2):** The AMP may take damage that would normally destroy a duplicate (up to the clone's Integrity). For example, if a duplicate with 2 Integrity would be destroyed with an attack dealing 5B, the AMP instead takes 2B and the duplicate is safe. This damage cannot be negated. **Range:** Line of Sight.
- › **Telepathic Link (E2):** Clones share a mental link with the AMP, allowing telepathic communication. **Range:** (Duplication) miles.
- › **Spy Clone (E2):** Must have Empathic Link. When destroyed, all knowledge the clone gained since its creation transfers to the AMP.





Tricks

Body Shield (T2)

Check: Duplication + Speed

Range: Self

Duration: Reaction

Effect: With a successful Reaction check, this Trick creates an instantaneous duplicate to take a hit for the AMP, who moves away at up to (Movement)/2 instead. The AMP takes no damage and the duplicate dissolves after the attack. This does not work against area of effect attacks.

Object Duplication (T2)

Check: None

Range: Touch

Duration: Instant

Effect: Must have Telepathic Link. This Trick creates a copy of an item (up to size 2). While they could duplicate themselves holding the item, that does not produce an exact copy (i.e. a flash drive may be corrupted, or a sword may be weaker due to flaws). This Augment ensures a 100% exact copy.

Quick Switch (T2)

Check: None

Range: Line of Sight

Duration: Instant

Effect: Must have Empathic Link. The AMP and one of their clones within Range instantly switch places. This can throw off or confuse opponents as to where the "real" AMP is, allowing them a quick getaway or even to get to the top of a building by making a clone do the climbing for them.

Hard to Contain (T2)

Check: None

Range: Self

Duration: Concentration

Effect: Must have Body Shield. If ever in a cage, holding cell or even just a room, they may create so many copies of themselves that they crash, break and destroy whatever was holding them. Obviously, it must be something breakable. It takes longer for larger rooms, 1 Round per Size, and the clones disappear the moment they have served their purpose.

Where You Go, I Follow (T3)

Check: None

Range: Self

Duration: Instant

Effect: Must have Quick Switch. The AMP may now teleport in an instant directly to the location of their duplicate, up to (Duplication) miles away.

Elasticity

Check: None

Range: Self

Duration: Scene

Resistance: None

Core Ability: The AMP's body becomes super flexible, capable of stretching and contorting in impossible ways. Their joints can bend in any direction at will, adding (Elasticity) to Athletics checks for flexibility and Grab Actions. They are also better at surviving falls, negating damage from falls of (Elasticity)x10 ft.

For 1 Juice, they can extend one of their limbs up to (Elasticity)x5 ft. long. The longer limbs get, however, the weaker they become and the harder they are to control. For every 10 ft. of extension, they suffer a -3 penalty to checks and a -1 penalty to any damage dealt. For instance, attempting to pick a lock from 20 ft. away would incur a -6 penalty.

Augments

Enhancements

- **Bounce Back (E0):** When the AMP lands, their body flattens to the ground and then reforms. Negate all damage from falls, regardless of the height.
- **Stable Limbs (E1-5):** For each Juice, reduce penalties to checks with stretched limbs by 2.
- **Stop Hitting Yourself (E1):** Must have I'm Rubber, You're Glue. When using I'm Rubber You're Glue, the AMP can now make a reflexive check against the attacker's check to reflect the remaining damage back onto the attacker. **Check:** Elasticity + Fighting



Tricks

Bouncy Ball (T1 or 2)

Check: Elasticity + Might + Athletics

Range: Self

Duration: Instant

Effect: The AMP jumps super far, tripling their normal jumping distance for 1 Juice or multiplying their jumping distance by x5 for 2 Juice, with Boosts working normally. This replaces a regular Jump check.

I'm Rubber, You're Glue (T1)

Check: None

Range: One target

Duration: Instant

Effect: Must have Bounce Back. After an attack in close combat, they only take half damage with their rubbery body absorbing the remainder. This Trick is reflexive.

Rubber Anatomy (T1)

Check: None

Range: Self

Duration: Instant

Effect: After being attacked, reduce damage done by 2 and any Brutal damage is downgraded to normal damage. This Trick is reflexive.

Wiggly Target (T2)

Check: None

Range: Self

Duration: Battle

Effect: An AMP with Elasticity is almost impossible to hit in combat. Their body is constantly shifting and changing, adding (Elasticity)/2 to all Reactions.

Wrapped Up (T3)

Check: Elasticity + Might

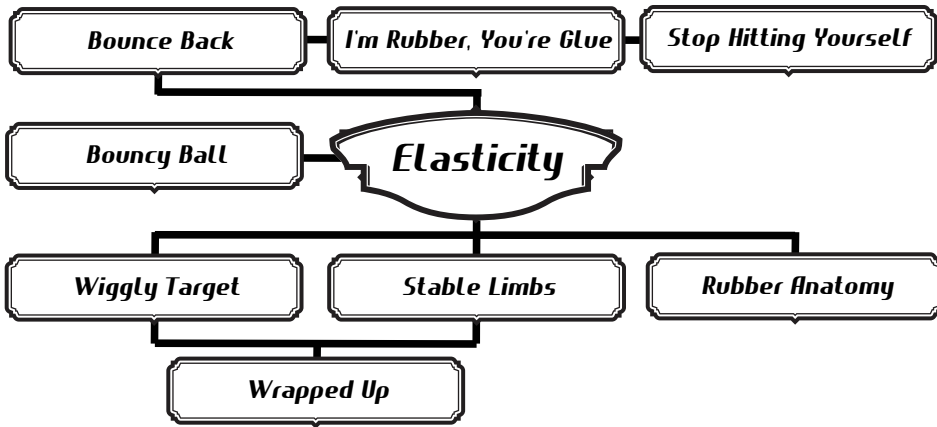
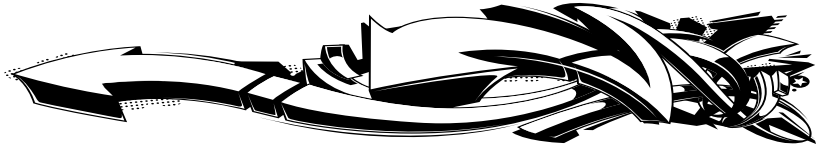
Range: One target

Duration: Concentration

Resistance: Dodge

Effect: Must have Stable Limbs and Wiggly Target. They twist themselves around the target's limbs and joints, holding them in place.





The target cannot make any Reactions, but attackers receive a -4 penalty to attack the target without harming the AMP. On the target's Turn, they can attempt to Break Grab, but suffer an (Elasticity) penalty to their check and lose their Action again if they fail.

Intangibility

Check: Intangibility + Speed

Range: Self

Duration: (Intangibility + Discipline) Rounds

Resistance: None

Core Ability: The AMP can pass through objects and have objects pass through them as well. For 1 Juice, they can become completely intangible and may reflexively switch between intangible and their physical form as often they like for the Duration.

There is no check to activate the ability itself, but the AMP makes an Intangibility + Speed check if they are attempting to use their power as a Reaction to avoid an incoming attack. While Intangible, they cannot affect their environment physically, but can still use and be affected by mental abilities. If the AMP needs to protect a friend, they can spend 1 Juice per person and touch them to extend their ability.

Augments

Enhancements

- **Extended Phasing (E0):** Phasing extended to minutes instead of Rounds.

- **Skeleton Key (E1):** Reach inside any lock to unlock it no matter how complex it is.
- **Float (E1):** Must have Extended Phasing. Becoming weightless, the AMP can now float while in their intangible form at (Movement)+5 and up to (Intangibility)x10 ft. high. **Check:** Intangibility + Travel for flight maneuvers.
- **Semi-Transparent (E1):** Add (Intangibility) to Stealth checks while intangible.

Tricks

Partial Phasing (T2)

Check: None

Range: Self

Duration: (Intangibility) Rounds

Effect: Must have Skeleton Key. The AMP can phase only a portion of their body, making it possible for them to reach through a wall and grab someone or remain inside a wall while they perform a Surprise Attack with a +5 bonus to their ambush.

Knockout (T2)

Check: Intangibility + Medicine

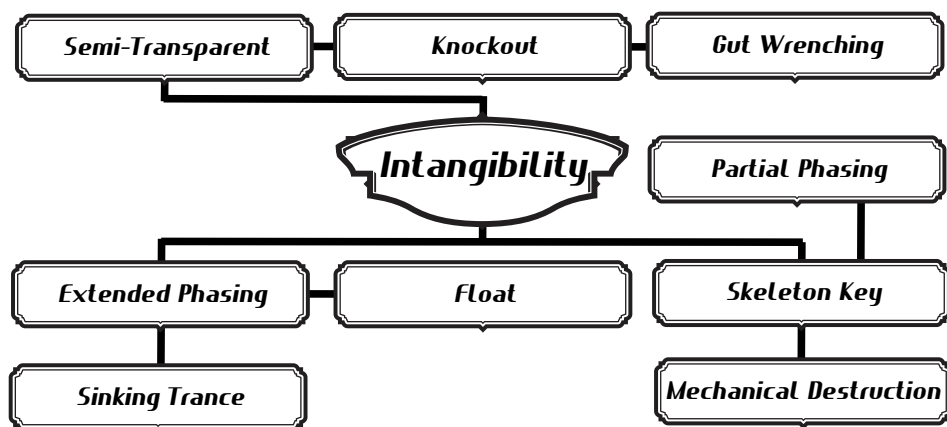
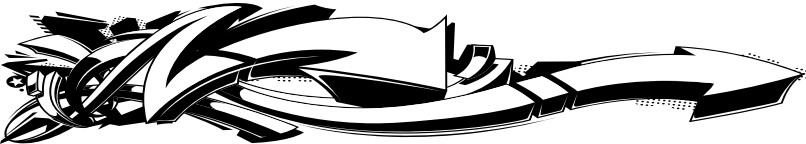
Range: Touch

Duration: (Intangibility) minutes

Resistance: Dodge / Fortitude

Effect: Must have Semi-Transparent. The AMP reaches into the target's chest and squeezes their lungs, forcing a opposed Fortitude check against the power activation to resist being Knocked Out for the Duration.





Chapter Three: Strains and Powers

Mechanical Destruction (T2)

Check: Intangibility + Technology

Range: Touch

Duration: Instant

Effect: Must have Skeleton Key. By phasing through an electrical device, the AMP shorts it out and renders it useless. If someone with the Technopathy power controls the machine, they make Opposed checks.

Sinking Trance (T3)

Check: Intangibility + Fortitude

Range: Self

Duration: Concentration

Effect: Must have Extended Phasing. While anyone with this power may sink from one floor to another below, it takes skill to sink into the ground itself. The AMP may make a Moderate (20) check once per Round they remain in this state. The AMP recovers 1 Integrity from normal damage per Round with a success, but it renders them senseless for the Duration. Brutal damage must heal normally.

Gut Wrenching (T3)

Check: Intangibility + Medicine

Range: One Target

Duration: Instant

Resistance: Dodge

Effect: Must have Knockout. The AMP causes terrible damage by reaching into their target's body and twisting their internal organs. Inflicts 4 damage (Boost 4) and ignores AR. If attacking a target with Biomorph who has used the Shift Organs Augment, damage is halved.

Invisibility

Check: None

Range: Self

Duration: Scene

Resistance: None

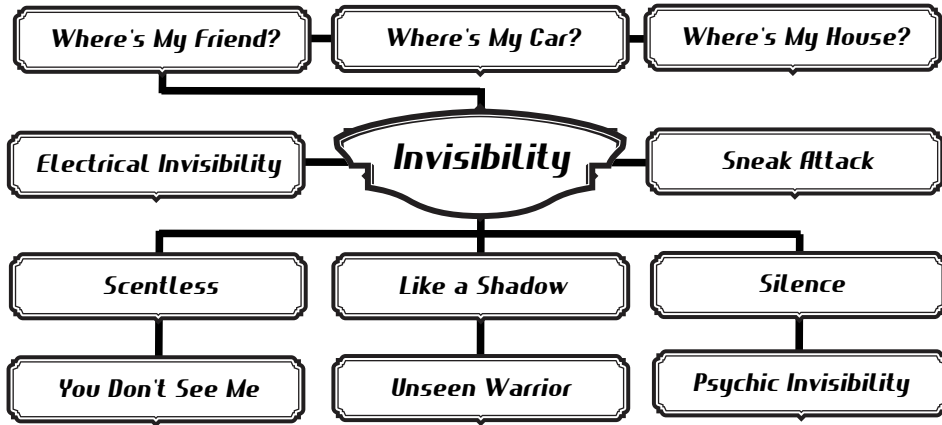
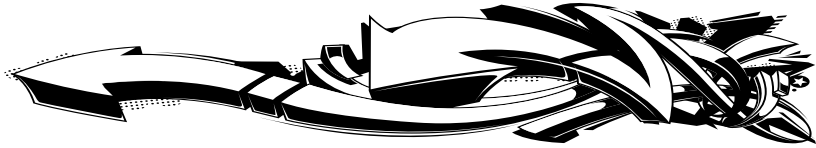
Core Ability: The AMP becomes a master of the unseen. Without even trying, their body blends into the environment like camouflage, adding (Invisibility) to Stealth checks. For 1 Juice, they can make themselves completely invisible, but can only travel at (Movement)/2. Combat or other aggressive actions make them visible again. Personal belongings (i.e. clothes, weapons, etc.) are invisible along with them. To assimilate other items into their Invisibility requires the AMP to hold it for 1 Round per Size of the item. For example, making a katana (Size 2) invisible would require 2 Rounds of contact. They can choose not to assimilate it as well for a haunting effect.

Augments

Enhancements

- › **Scentless (E0):** The AMP's scent is also undetectable once invisible.
- › **Like a Shadow (E0):** May now travel at full Movement or even Sprint and remain invisible.
- › **Silence (E1):** Movements and voice make no sound unless they want them to.





- › **Electrical Invisibility (E2):** Recording and tracking devices cannot pick up the AMP.
- › **You Don't See Me (E3):** Must have Scentless. Immune to all extra-sensory types of detection, such as sensing the presence of minds or blood.
- › **Unseen Warrior (E3):** Must have Like a Shadow. the AMP can move and remain invisible, but combat does not cancel Invisibility. Opponents suffer an (Invisibility) penalty to hit the AMP. Cannot be reduced below E2 cost. **Duration:** (Invisibility + Discipline) Rounds.

Where's My Car? (T2)

Check: None

Range: Touch

Duration: While touching

Effect: Must have Where's My Friend. The AMP can now make any vehicle they are riding in invisible as well, up to Size 6, taking a number of Rounds to complete equal to the vehicle's Size. If they attempt to use this ability on a Size 7+ vehicle, they take 2 damage.

Psychic Invisibility (T3)

Check: None

Range: Self

Duration: Scene

Effect: Must have Silence. The AMP's mind becomes a void, immune to mind reading, telepathy, mind control and other psychic abilities that would alter or invade their mind.

Where's My House? (T3)

Check: None

Range: Touch

Duration: Scene

Effect: Must have Where's My Car. The AMP can now make a whole building invisible, generally affecting a building sized up to a mansion. The effect takes 20 - (Invisibility) Rounds to complete. To make larger buildings disappear, like a skyscraper, they take 2B damage. Cannot be reduced below T2 cost.

Tricks

Sneak Attack (T1)

Check: Invisibility + Fighting

Range: One target

Duration: Instant

Resistance: Dodge/Block

Effect: A close combat attack made from Invisibility, which receives a +3 bonus to hit and deals +2 damage. The AMP instantly returns to their invisible state after the attack.

Where's My Friend? (T1 per target)

Check: None

Range: Touch

Duration: While touching

Effect: The AMP may touch another to share Invisibility. If sharing with more than one person, targets may touch each other instead of needing to touch the AMP.



Shapeshifting

Check: Shapeshifting + Fortitude

Range: Self

Duration: Scene

Resistance: None

Core Ability: The AMP gains the power to mimic the form of other people or even animals. For 1 Juice, they may change any physical aspect of themselves, including hair color or texture, skin tone, eye color and even their voice. They can adjust weight and height by up to 10% to help fit the right shape without Augments. After meeting a person and spending at least a 10 - (Performance) minutes with them, the AMP can attempt a Moderate (20) check to mimic their vocal tone and appearance exactly, but they suffer a -2 penalty to their check. Of course, acting like the person requires expertise in acting.

Based on their change, they can add (Shapeshifting)/2 as a bonus to appropriate checks. For example, an AMP with Shapeshifting 6 could make themselves more attractive for a +3 bonus to Persuasion checks or bulk up to provide a +3 bonus to Might checks instead.

Note: Their clothes do not change with them.

Augments

Enhancements

- › **Fat or Skinny (E1):** Adjusts height and weight beyond normal constraints. This means an adult could appear as a child or vice versa. They can never go above 150% or below 25% of their normal size.
- › **A Picture's Worth 1000 Words (E2):** Mimic someone's exact appearance after only a moment of interaction or from a picture.
- › **Monstrous Form (E2):** Must have Animal Form. The AMP distorts their body to become a monster of their imagination (any form they please), when using Animal Form. Gain the following bonuses, regardless of shape: +3 bonus to combat checks (including Initiative), +2 bonus to an associated Skill and +2 damage. Cost cannot fall below E1.

› **Tiny Form (E2):** Must have Animal Form. The AMP transforms into a small animal, like a mouse or an insect, when using Animal Form. Gain the following bonuses, regardless of shape: +2 bonus to Reactions and Initiative, +4 bonus to an associated Skill and +5 Movement. Cost cannot fall below E1.

› **Abnormal Mimicry (E3):** Must have Fat or Skinny. This mimicry extends to physical Core Abilities or Tricks of another AMP's power. This means, the character can copy wings from an AMP with Chimera or even another AMP's Elasticity while taking their form. Lasts the Scene, but does not work for Energy- or Mental-based powers. They may have up to (Shapeshifting)/2 powers copied at any given time. Cost cannot fall below E1.

Tricks

Mimic Gender (T1)

Check: Core Ability

Range: Self

Duration: Scene

Effect: Must have Fat or Skinny. Transforms their body to the opposite sex or can remove gender completely, including reproductive abilities. If they become pregnant, they may be unable to switch to any form besides female for the duration of the pregnancy.

Animal Form (T3)

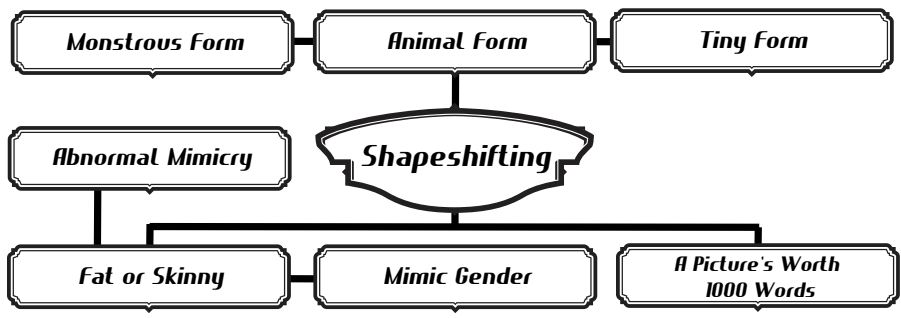
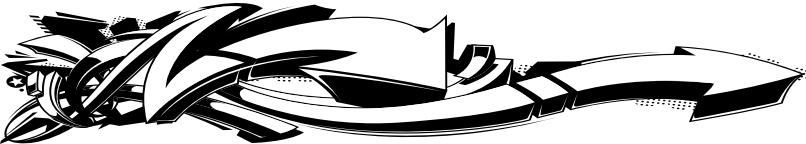
Check: Shapeshifting + Beast Handling

Range: Self

Duration: Scene

Effect: Become an animal, limited by normal Size constraints. They are a perfectly mundane version of this animal, but gain any of its natural abilities (i.e. flight for birds, burrowing for meerkats). If attempting to copy an animal from memory, they must make a check (Difficulty depending on the animal's rarity).





Sizing

Check: None
Range: Self
Duration: (Sizing + Fortitude) Rounds
Resistance: None

Core Ability: An AMP with Sizing can alter the size of their body, growing larger and shrinking smaller. To start, they may spend 1 Juice to either grow up to 50% larger or shrink as small as 50% their current size. Certain Augments are only available in certain forms. Personal items change shape with them (something that's been on their person for at least 10 - (Intuition) hours), but outside objects do not.

Growing larger adds (Sizing) to Might checks, adds +10 lbs. per Might level to Carry value, gives a (Sizing)/2 bonus to damage, and provides (Sizing)/2 Temporary Integrity. This also alters weight/height, making them stand out. For example, an AMP with Sizing 5 who spends 1 Juice to Grow gets a +5 bonus to Might, gains 2 Temporary Integrity and +2 damage in close combat.

A shrinking AMP retains their Integrity and adds (Sizing) to Dodging, Stealth and Movement. However, their attacks deal half damage in their shrunken form. For example, the AMP with Sizing 5 who spends 1 Juice to Shrink would gain a +5 bonus to Movement, Stealth and Dodging, but only deals half damage.

- › **Smash - Growth (E1):** Doubles close combat damage to non-living targets, excluding force fields or energy barriers.
- › **Strong - Growth (E1):** Bonus to Might raised to (Sizing)x2 and +20 lbs. per Might level to Carry.
- › **Really Big - Growth (E3):** Must have Strong. Doubles size, which raises bonus to Might to (Sizing)x2, adds +20 lbs. per Might level to Carry, and gives (Sizing) as Temporary Integrity (instead of (Sizing)/2). If the AMP uses Strong as well, their bonus to Might is (Sizing)x3 and Carry bonus raises to +30 lbs.
- › **Insect Size - Shrink (E3):** Must have Fast and Hidden. The AMP shrinks down to insect-size, raising bonuses to Movement, Dodge and Stealth to (Sizing)x2, and they do not suffer the normal damage penalty. If the AMP uses Fast or Hidden while in Insect size, those bonuses raise to (Sizing)x3.
- › **Giant - Growth (E4):** Must have Really Big. The AMP triples their size, which gives a Might bonus of (Sizing)x5, +40 lbs. per Might level to Carry, Temporary Integrity equal to (Sizing)x1.5 and extra damage equal to full (Sizing). If they use Strong as well, their Might bonus raises to (Sizing)x6.

Tricks

Big Punch - Growth (TI)

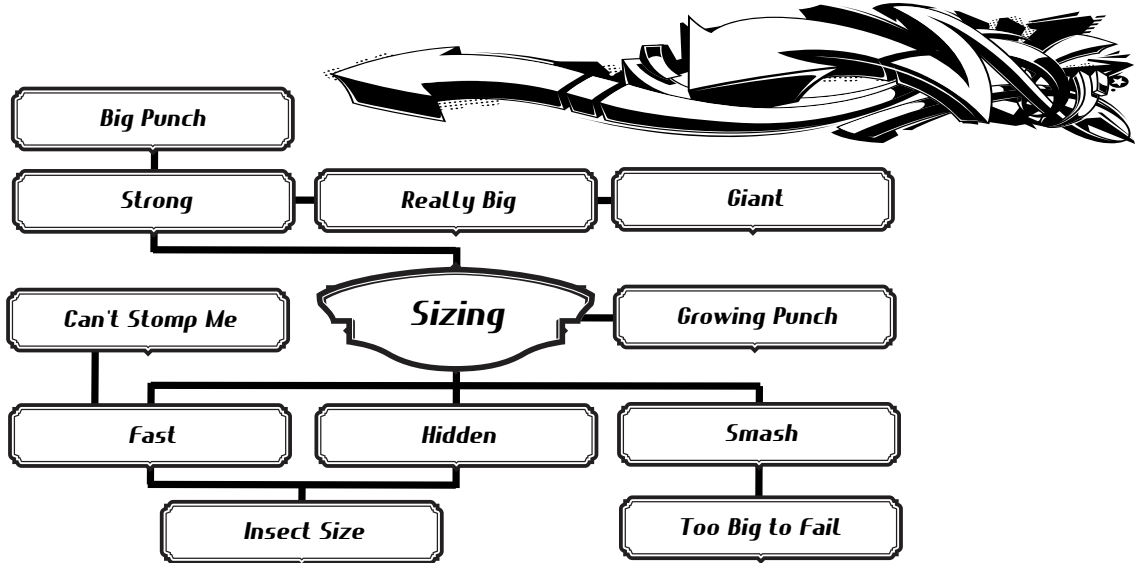
Check: Sizing + Fighting
Range: One Target
Duration: Instant
Resistance: Dodge/Block

Effect: Must have Strong. Their fist grows to double size, dealing +2 damage with an automatic Knock Back effect, pushing the target

Augments

Enhancements

- › **Fast - Shrink (E1):** Bonus to Movement raised to (Sizing)x2.
- › **Hidden - Shrink (E1):** Bonus to Stealth raised to (Sizing)x2.



back (Might + Fighting) ft.

Can't Stomp Me - Shrink (T2)

Check: None

Range: Self

Duration: Reaction

Effect: Must have Fast. Avoid an attack entirely by shrinking too small to be hit for a moment. This does not work against area of effect attacks.

Too Big to Fail - Growth (T2)

Check: None

Range: Self

Duration: Battle

Effect: Must have Smash. Pump up defense, gaining (Sizing)/2 as AR against normal damage and (Sizing)/4 against Brutal damage. For example, an AMP with Sizing 6 would gain AR 3/1.

Growing Punch - Shrink (T2)

Check: Sizing + Fighting

Range: One target

Duration: Instant

Resistance: Dodge/Block

Effect: Shrink for a moment only to immediately grow, launching an attack with increased momentum. The attack has a +2 bonus to hit and inflicts 3 damage with AP 2.

Traveler Powers

Barrier	Chronos
Flight	Portals
Telekinesis	Teleportation

Barrier

Check: None.

Range: (Barrier + Discipline)x5 ft./x10 ft./x20 ft.

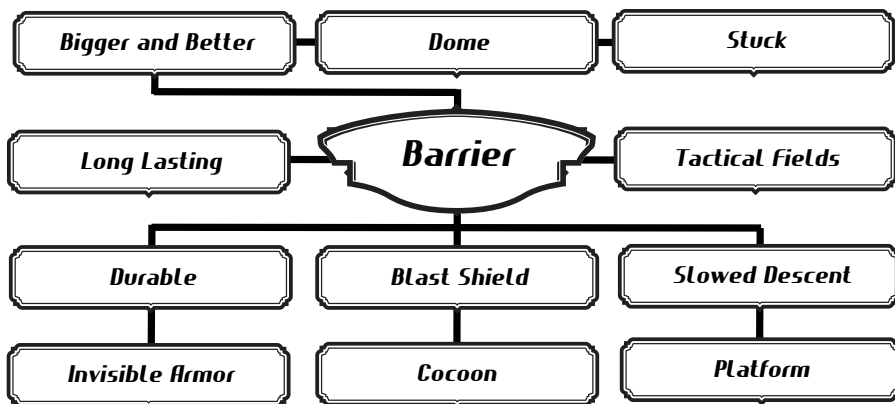
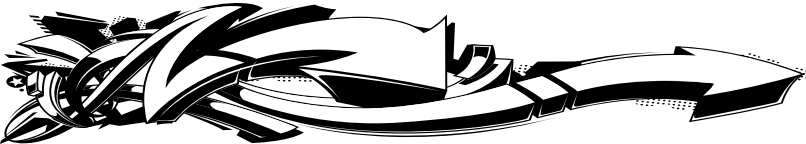
Duration: (Barrier) Rounds

Resistance: None

Core Ability: AMPs with Barrier can create invisible force fields to act as walls or other useful tools. To start, the AMP receives (Barrier)/2 rounded up as Temporary Integrity at all times, reflecting Barrier's instinctual protection. They may move this personal protection to someone else within Medium Range with an Action, but this obviously leaves the AMP defenseless. This personal force field replenishes at a rate of 1 Temporary Integrity per hour.

They can also craft non-personal Barriers by spending 1 Juice. While they can be of almost any shape, force fields are usually rectangles or circles up to (Barrier)x5 ft. in diameter. It provides (Barrier)/2 Temporary Integrity for protection, +5 Integrity per additional Juice spent. They can also sacrifice their personal Force Field to boost this on a 1-for-1 basis. For example, an AMP with Barrier 6 who spends 3 Juice would make a Force Field with 13 Temporary Integrity (6/2 = 3 + 10 for 2 Juice spent).





Augments

Enhancements

- › **Bigger and Better (E1):** Double the size of their force fields.
- › **Durable (E1, +1 per Juice):** Barrier is more durable, providing AR 1/1 for 1 Juice. They can raise this up to AR 5/5, adding +1/+1 per additional Juice spent.
- › **Long Lasting (E1):** Duration for force fields raised to (Barrier)x2 Rounds.
- › **Blast Shield (E2):** Barriers now halve damage done from energy before being applied to Integrity.
- › **Dome (E3):** Must have Bigger and Better. Creates a dome-shaped barrier, capable of protecting anyone within a (Barrier)x10 ft. radius.

Tricks

Slowed Descent (T1)

Check: Barrier + Speed

Range: One target within Core Ability Range

Duration: Until they Touch the Ground

Effect: Using small Barriers at strategic points of the body, they can slow a target's fall. This negates falling damage from up to (Barrier)x10 ft. With a successful Moderate (20) check, they also halve any other damage the target would take afterward.

Invisible Armor (T2)

Check: None

Range: Self

Duration: Battle

Effect: Must have Durable. This Trick doubles the AMP's personal Barrier. Once used, they cannot transfer it to anyone else for the Duration.

Platform (T2)

Check: Barrier + Travel for flight maneuvers

Range: Core Ability

Duration: Scene

Effect: Must have Slowed Descent. Makes a floating platform to elevate others or float through the air. This platform travels at (Movement)+5 and holds up to (Barrier)x100 lbs.

Tactical Fields (T2)

Check: None

Range: Self

Duration: Battle

Effect: Opponents find it hard to break through the AMP's defenses. The Barrier hardens at points of impact during combat, adding a +3 bonus to all Block checks and allowing the AMP to Block weapons that deal Brutal damage without penalty.

Cocoon (T3)

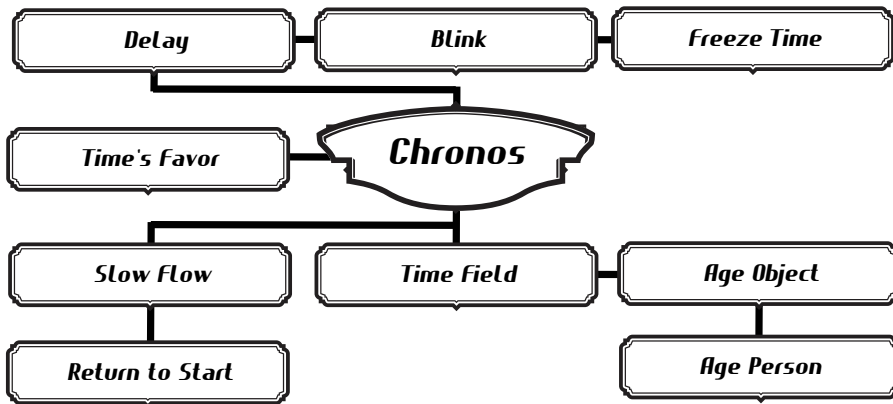
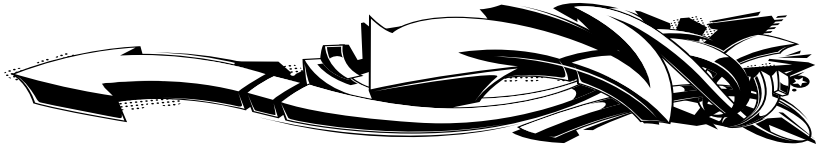
Check: Barrier + Discipline

Range: Target within Core Ability Medium Range

Duration: Until broken

Resistance: Strength

Effect: Must have Blast Shield. The AMP's Barrier surrounds a target. If the target resists, they break out of the cocoon and act normally.



If they fail, they are held in place and lose their Turn, but are also protected by the same Temporary Integrity as any force field.

AMP purposefully waits out the situation to force a time crunch, and general attack and defense checks are seldom affected either.

Stuck (T4)

Check: Barrier + Might

Range: Target within Core Ability Short Range

Duration: (Barrier) Rounds

Resistance: Dodge

Effect: Must have Dome. The AMP creates a barrier around the target to cancel any attempt to teleport, fly, phase or otherwise enhance Movement. The target can continue to move around normally and actually receives (Barrier)/2 in Temporary Integrity, but this Trick negates all powers used for travel. Any Juice the target spends to activate powers is also lost. If used in combat, the target receives a +2 bonus to avoid the attack. Cannot be reduced below T2 cost.

Chronos

Check: None

Range: Self

Duration: Instant

Resistance: None

Core Ability: Mastery of time itself is one of the rarest powers available. Not only does the AMP know exactly what time it is anywhere in the world without a watch, they also add (Chronos) to time-sensitive Skill checks, as time seems to bend to their intentions. For example, an AMP with Chronos 4 would gain a +4 bonus to Movement checks to race a ticking time bomb or lower their penalties by 4 for firing an arrow at just the right second to strike a target through a moving train's cars. This power does not take effect if the

Augments

Enhancements

- › **Slow Flow (E0):** Halves poison/drug effects as their flow through the AMP's system slows.
- › **Delay (E1):** A universal Enhancement for any power, it is activated at the same time as another power or Augment and holds its effect for up to (Chronos) Rounds, released only at the AMP's whim (reflexively). This does not stop the power, only delays the effect. Cost of this Enhancement cannot go below E1.
- › **Time's Favor (E2):** Bonus to a time-sensitive Skill check raises to (Chronos)x2. Cost of this Enhancement cannot go below E1.

Tricks

Age Object (T2)

Check: Chronos + Crafts

Range: Touch

Duration: Permanent

Effect: Must have Time Field. The AMP adds or subtracts (Chronos) years from the target's age, weakening weapons, crippling structures and halving Durability (ignoring AR). Likewise, making an object younger shrinks a tree and un-rusts a sword. Age Object can only affect a target once at any given time. A failed Moderate (20) check likewise adds or subtracts (Chronos)/2 years from the AMP's age.





Blink (T2)

Check: Chronos + Discipline

Range: Self

Duration: 10 seconds

Effect: Must have Delay. Freezes time for 10 seconds, allowing the AMP to move and act alone for 1 Round. They cannot attack anyone, destroy anything or take other aggressive actions, but can retreat, steal a weapon or rear-range objects in the area (limited by normal Lifting limits). A failed Moderate (20) check ages their body 6 - (Chronos) years.

Time Field (T2)

Check: Chronos + Speed

Range: Self

Duration: Battle

Effect: Time slows slightly around the AMP, putting them out of sync and making it easier to wade through combat. They gain a +4 bonus to all combat checks (including Initiative). A failed Moderate (20) check ages their body 6 - (Chronos) years.

Age Person (T3)

Check: Chronos + Medicine

Range: Touch

Duration: 1 day

Resistance: Dodge

Effect: Must have Age Object. The AMP adds or subtracts (Chronos) years from the target's age, and the target suffers a (Chronos) penalty to all checks. Likewise, making a person younger negates age penalties and may give a bonus to Persuasion for youth/attractiveness. Making someone younger can also create penalties if it brings them closer to the Kid Drawback (pg. 59). Age Person can only affect a target once at any given time. A failed Moderate (20) check likewise adds or subtracts (Chronos)/2 years from the AMP's age. Cost cannot be reduced lower than T2.

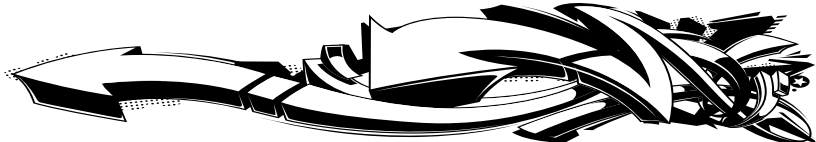
Return to Start (T3)

Check: Chronos + Medicine

Range: Self

Duration: Instant

Effect: Must have Slow Flow. Turns back the clock to restore the AMP to full Integrity, re-



ardless of how much Integrity has been lost. Of course, the AMP must be conscious to use the ability in the first place. A failed Moderate (20) check subtracts (Chronos)/2 years from the AMP's age. Cost cannot be reduced lower than T2.

Freeze Time (T4)

Check: Chronos + Discipline

Range: Self

Duration: 10 seconds

Effect: Must have Blink. Same as Blink, but the AMP can now take aggressive actions as well. If the character has enough time and the means to do so, the GM may allow a coup de grâce on an enemy (though this won't work on every opponent). A failed Moderate (20) check ages their body 10 - (Chronos) years. Cost cannot be reduced lower than T2.

Flight

Check: Flight + Travel for maneuvers

Range: Self

Duration: Scene

Resistance: None

Core Ability: The AMP is blessed with the power many dream about - the ability to soar through the air. This flight isn't from a pair of wings or a jet pack, but sheer force of will. For 1 Juice, the AMP wills themselves into the air and travels up to (Movement x Flight) in speed. For example, an AMP with Movement 10 and Flight 3 would travel at Movement 30. They may also add (Flight) to Might checks while in the air, using the momentum of their flight to make it easier to lift and throw objects.

Augments

Enhancements

- **Faster Flight (E1):** +5 Movement (before multiplying) and +2 bonus to all Reactions while in flight.
- **Silent Flight (E1):** Flight is now completely silent, adding (Flight) to Stealth.
- **Flight Physics (E1):** Bonus to Might checks raises to (Flight)x2 and adds +20 lbs. per Might level to their Carry value.
- **Torpedo (E2):** Can now use Flight for traveling speedily underwater.

Tricks

Air Protection (T1)

Check: None

Range: Self

Duration: Battle

Effect: While in flight, hardened air surrounds and protects the AMP with AR 2/2.

Speed of Sound (T2)

Check: Flight + Fighting

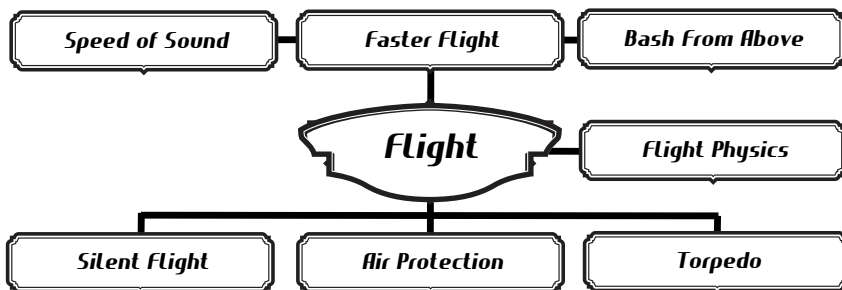
Range: One Target

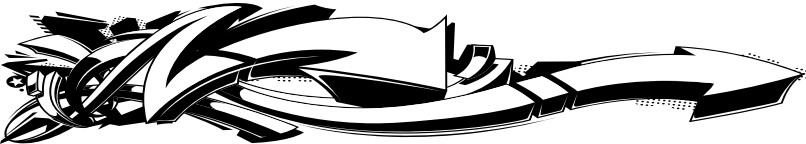
Duration: Instant

Resistance: Dodge/Block

Effect: Must have Faster Flight. With a sonic boom, the AMP launches toward their target. This doubles Flight Movement for one Action, providing a +5 bonus to hit and dealing +4 damage on impact. However, the AMP suffers a -3 penalty to all maneuverability checks until their next Turn.

Traveler Powers





Bash From Above (T3)

Check: Flight + Might
Range: (Flight)x20 ft. radius
Duration: Instant
Resistance: Strength

Effect: Must have Faster Flight. The AMP lands with immense speed, crumbling the ground beneath them and creating a shock-wave of force. Anything caught in this wave must make an Opposed Strength check or take 3 damage and be Knocked Back (Flight)x10 ft.

Portals

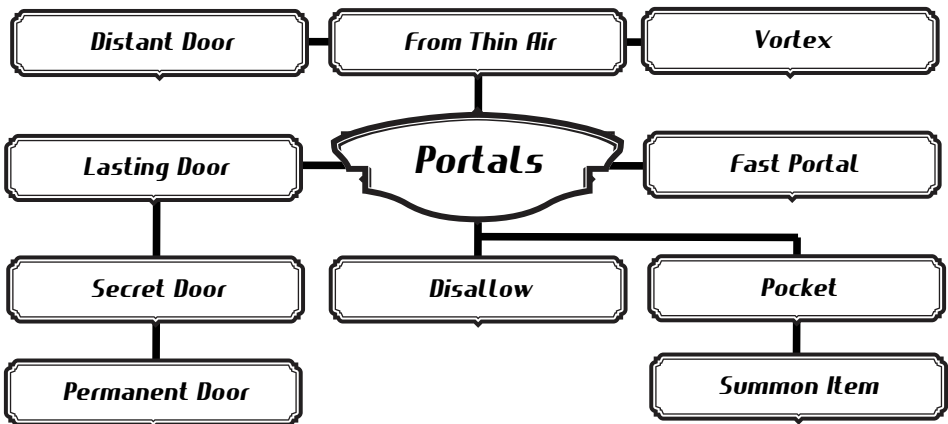
Check: None
Range: Touch
Duration: (Portal) minutes
Resistance: None

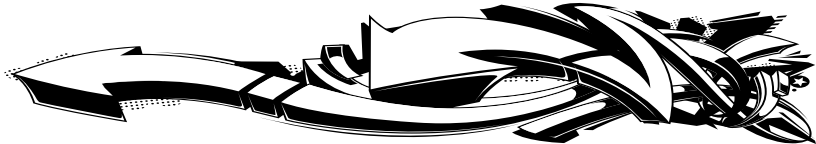
Core Ability: The AMP alters the fabric of reality to create portals attaching two locations. For 1 Juice and 1 minute summoning energies of a location they have been to before, they can connect an existing doorway. The other doorway can be up to (Portals + Discipline) miles away. For instance, the AMP could link their office door to their bedroom door, walking into their bedroom in an instant. The portal stays open for (Portals) minutes and any number of people may pass through unless the AMP spends 1 Juice to cut the connection.

Augments

Enhancements

- **Lasting Door (E0):** Duration raised to (Portal)x2 minutes.
- **Disallow (E1):** Refuse entry to the portal to up to (Portals)/2 others simply by speaking the targets' names. The AMP need not know their name if they are within sight.
- **From Thin Air (E2):** Instead of needing to connect a portal to a doorway, the AMP makes a rip in the fabric of the universe right where they stand. Cost cannot fall below E1.
- **Distant Door (E2):** Must have From Thin Air. Creates a portal anywhere within line of sight up to new Range of (Portals)x10 ft. away.
- **Fast Portal (E2):** Creating a portal now only takes 1 Round, instead of 1 minute (6 Rounds).
- **Secret Door (E2):** Must have Lasting Door. Limits a doorway to only work when a secret phrase is spoken (chosen when enchanted). Duration is raised to (Portals) days, but now requires the password.
- **Permanent Door (E4):** Must have Secret Door. The AMP permanently alters reality to accommodate the portal. There is no limit to how long it can stay in effect (remove Duration), but if the AMP spends 1 Juice to cut the connection, the door is also lost and it must be recreated. The character should be careful about leaving portals





in places where others can access them.
Cost cannot fall below E1.

Tricks

Pocket (TI, +1 per hour)

Check: Portals + Knowledge

Range: Touch

Duration: 1 hr. +1 hr. per additional Juice spent.

Effect: Create a portal within a pocket, allowing it to hold an item up to Size 4, regardless of the opening's size or the item's size/weight.

Summon Item (TI)

Check: Portals + Perception

Range: (Portals)x5 ft./x10 ft./x20 ft.

Duration: Instant

Resistance: Strength

Effect: Must have Pocket. Creates a portal under any item up to Size (Portals)/2 they see, instantly transporting it to the AMP's hand. If someone holds the item targeted, they receive a Strength check to keep it.

Vortex (T3)

Check: Portals + Discipline

Range: Core Ability

Duration: Core Ability

Resistance: Strength

Effect: Must have From Thin Air. As soon as the portal is open, it sucks in anything within a (Portals)x20 ft. radius. Size 1 items not bolted down fly into the portal. Other items must make Strength checks or are unable to stop themselves from sharing the same fate.

Telekinesis

Check: Telekinesis + Discipline

Range: (Intuition + Telekinesis)x5 ft./x10 ft./x25 ft.

Duration: Concentration

Resistance: Dodge or Strength

Core Ability: The AMP may lift and move objects with their mind, affecting up to (Telekinesis + Discipline) lbs. without cost, though they must still concentrate. Otherwise, they may multiply this value with Juice:

1 Juice	x10
2 Juice	x20
3 Juice	x30
4 Juice	x40
5 Juice	x50

They can spread this weight between up to (Knowledge) items. For example, an AMP with Knowledge 4, Discipline 5 and Telekinesis 4 could spend 3 Juice to lift a total of 270 lbs. between up to four items. Telekinesis requires concentration, so performing another action in the middle of using this power may sever their connection and drop the object. Unwilling targets being lifted make a Strength Resistance check with a +2 bonus.

Augments

Enhancements

> None

Tricks

Power Lifter (TI)

Check: None

Range: Self

Duration: Support (Telekinesis)/2

Effect: Add (Telekinesis) bonus to Might for the purposes of lifting.

Binding (TI)

Check: Telekinesis + Might

Range: Target within Short Range

Duration: 1 Round.

Resistance: Dodge/Find Cover

Effect: Target suffers a (Telekinesis)+5 penalty to Movement. If this brings them to Movement 0, they lose their Action.

Shield (TI)

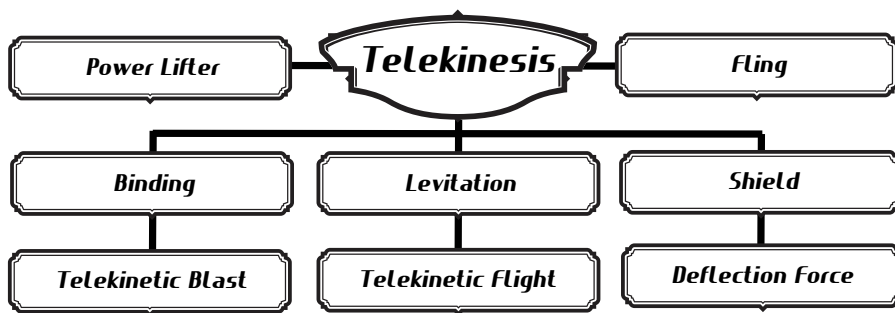
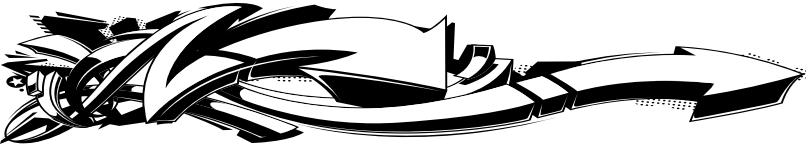
Check: None

Range: Self or Target within Short Range

Duration: Battle

Effect: Creates a limited force field around the target for AR 2/2.





Levitation (T2 or 3)

Check: Telekinesis + Discipline

Range: Self or someone within Medium Range

Duration: Scene

Resistance: Dodge/Find Cover

Effect: Levitates themselves for a limited form of flight (or someone else for 3 Juice). They travel at the AMP's normal Movement up to (Telekinesis)x10 ft. off the ground. Moving others is (Movement)/2.

Deflection Force (T2)

Check: None

Range: Self

Duration: Battle

Effect: Must have Shield. Ranged attacks, including firearms, are at a -5 penalty to hit the AMP as their mind deflects incoming projectiles.

Fling (T2)

Check: Telekinesis + Might

Range: One target within Medium Range

Duration: Instant

Resistance: Dodge/Find Cover

Effect: Target is pushed back (Telekinesis + Discipline)x5 ft., dealing 1 damage and forcing an Opposed check to avoid being Knocked Down. Those who fall require a Prepare Action to stand again. If Fling smashes the target into a wall or other obstacle, it can deal additional damage.

Telekinetic Blast (T3)

Check: Telekinesis + Marksmanship

Range: Core Ability

Duration: Instant

Resistance: Dodge/Find Cover

Effect: Must have Binding. Sends a damaging force to blast whatever is before them. This inflicts 4 damage with AP 2 (or double AP against non-living targets).

Telekinetic Flight (T3)

Check: Telekinesis + Travel for flight maneuvers

Range: Self

Duration: Scene

Effect: Must have Levitation. The AMP now has full range of flight, traveling at (Movement)x2 as they soar through the air.

Teleportation

Check: Teleportation + Speed

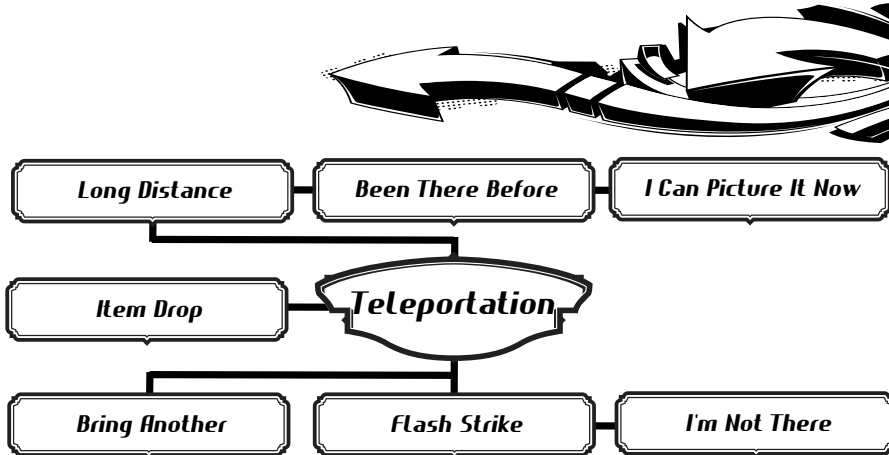
Range: Self

Duration: Instant

Resistance: None

Core Ability: The AMP gains the ability to instantly move from one location to another in the blink of an eye. It can be disconcerting at first, but becomes second nature after a while. For 1 Juice, they disappear and then reappear anywhere within (Teleport + Fortitude)x10 ft. they can see, referred to as their Teleport Range.

If used in conjunction with an Action or Reaction during a battle, they may reflexively make a successful Moderate (20) (Teleportation + Speed) check to add (Teleportation)/2 to their check. For example, an AMP with Teleportation 6 could teleport right in front of their



target and strike with a +3 bonus to hit with a successful check. Likewise, they could gain a +3 bonus to Dodge in the same way.

Augments

Enhancements

- › **Flash Strike (E1):** The AMP can jump into combat up to (Teleport Range)/2, attack an opponent, and then teleport away just as quickly up to (Teleport Range)/2. This attack does not enjoy the (Teleportation)/2 bonus from the Core Ability.
- › **I'm Not There (E1):** Must have Flash Strike. Instead of making a Reaction check to Dodge, the AMP just blinks away, negating any attack entirely, regardless of how good the attacker's check was or how much damage it would have dealt. Can be used against area of effect attacks.
- › **Long Distance (E2):** Teleport Range extends to anywhere within Line of Sight.
- › **Been There Before (E2):** Must have Long Distance. The AMP can teleport to a location outside of sight, but must have been there before. Teleport Range is limited to (Teleportation + Fortitude)+20 miles.
- › **I Can Picture It Now (E4):** Must have Been There Before. The AMP can teleport somewhere with only a picture of the location, even if they haven't been there before. Teleport Range is limited to (Teleportation)x100 in miles.

Tricks

Bring Another (TI per target)

Check: None

Range: Touch

Duration: Instant

Effect: The AMP can bring others along for the ride now. If attempting to bring more than one target, they can touch either the AMP or someone already touching the AMP.

Item Drop (TI)

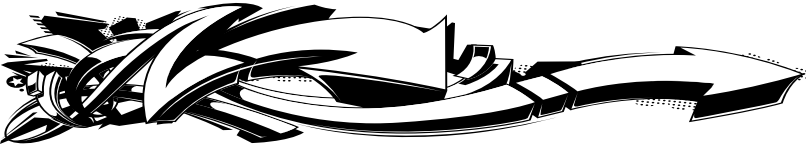
Check: Teleportation + Crafts

Range: Touch, One item up to Size 2

Duration: Instant

Effect: The AMP can teleport an object from their hands to anywhere they could normally teleport themselves. Sadly, it is a one-way trip. A Moderate (20) check may be necessary to send the item to the correct place during stressful situations.





Chapter Four: Superpower Systems

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Skill Combo System

As players gather to play **AMP: Year One**, there are certain rules in place to ensure things are fair and balanced. By rolling dice, the game allows chance to play a factor in the outcome of the story, possibly tipping in favor of the players or making events take a turn for the worse... both of which are amazingly fun in a roleplaying game. Below are a variety of rules used in **AMP: Year One**.

Two-Skill Checks

The DGS-Combo System uses a combination of Skills to complete tasks. Most tasks are performed by rolling 1d20 (one twenty-sided die) and adding the character's relevant Primary and Secondary Skill Levels being used during this check. Compare the total to a Difficulty (target number) determined by the GM based on the circumstances surrounding the characters' current place in the story. The Skill check is successful if it meets or exceeds the Difficulty. For every 5 they roll over their Difficulty, the player receives a Boost (pg. 166) for additional positive effect.

When players choose Skills to use in the Two-Skill check, they should consider which Skill is absolutely necessary and which one simply colors the outcome. For instance, if a customer brings in a busted laptop, the player who wants their character to fix it would use Crafts as their Primary Skill (reflecting the ability to repair things) and Technology as

their Secondary Skill (because they are dealing with a tech machine). Likewise, landing a sucker punch requires Fighting as their Primary Skill (because they are initiating combat) and Stealth as their Secondary Skill (to make sure their target doesn't see it coming).

Single-Skill Checks

There are situations where a combination of Skills does not apply. In this case, the player does not use a Secondary Skill. They roll 1d20, add their Primary Skill Level and then add half that Skill Level again. For instance, a character with Fighting 6 who is just going to do a straightforward punch without anything flashy would receive a +9 bonus to their check (Fighting 6 + half that again (3)).

Difficulty

Simple (10)	Basic application of the Skill with little to no fuss.
Moderate (20)	Advanced applications of the Skill that often require intimate knowledge of the subject.
Tough (30)	Complex Skill applications that require more work than usual and usually involve unique challenges.
Legendary (40)	Nearly impossible feats of Skill that only a master could accomplish.



Glossing Over the Dice

Rolling dice is a great way to pump up a moment's drama or intensity, but it can grow tiresome if overused. Most trivial tasks actually don't require a check at all. A character of legal driving age is assumed to be able to drive without a Travel check under normal circumstances. If someone starts chasing them, they may need to make a Travel + Speed check though. No one needs to make a check to cook eggs in the morning, but they certainly need a Crafts + Performance check if they are attempting to cook a five-course meal to impress the president. A girlfriend would not need to make a Fighting check to slap her boyfriend in the back of the head after making a crude remark. Acrobatic dodging with the Athletics Skill is rarely a factor in a domestic squabble.

The GM also has the option to pick a minimum Skill level to accomplish a task. It may require Might 5+ to hold a door closed, so anyone with the right level can just assume they have done so. Those with a lower level simply cannot help in the current situation. In short, rolling a die is not always necessary.

Near Successes

If a check comes up within at least 5 of the Difficulty, the GM has the option to treat this as a Near Success. In short, the character achieves their goal, but with a slight consequence -or- is at least partially successful in their task. For instance, if they are attempting to lie about their whereabouts, but get a Near Success on their Deception check, the target may believe "most" of what they say, but question other parts. They may also not truly believe them, but the excuse is enough to get them off the hook... for now.

Opposed Checks

While most checks are against one of the standard Difficulties, this is not always the case. Instead of rolling against a Difficulty, two characters (whether player vs. player or player vs. GM controlling an NPC) may both make 1d20 + Skill Combo + Modifier checks hoping to beat out the other's final total. The player with the highest check wins, and ties go to the defender.

An Opposed check occurs when the target's resistance is important to the story's direction. For other instances, the GM should just apply a standard Difficulty to the player's check for simplicity. GMs may find reducing an Opposed check to one check helps to make game sessions flow faster.

Extended Checks

A single check just won't cut it for some tasks, especially those that take a long time or have many steps. When the GM wants this complexity to affect gameplay, they may split the task into a series of Extended checks. Each check represents a certain amount of time and the GM decides on a number of successes necessary before the task is complete.

For instance, cracking a complex security system can take hours even for the best hackers. The GM may decide the player needs six (6) successes on a Moderate (20) Technology + Intuition Extended check to bypass all of its firewalls and inner security and fully access the system, with each check accounting for 30 minutes of time. A failed check means they didn't progress during that time period. Therefore, if the player rolled 23, 25, 20, and 19, that means 2 hours of game time has gone by and they have three of their six required successes. The character needs more time to fully hack into the system and the clock is usually ticking toward some terrible event if they don't succeed.

Trying Again

If at first you don't succeed, try, try again. If a character's first attempt at a Skill check fails, the GM may allow another attempt as long as it makes sense within the context of the Scene. For simple actions, this may only cost them the time needed to give it another go, but more complex attempts may also suffer a cumulative -2 penalty with each attempt. If circumstances of the check change (i.e. the character takes a moment to compose themselves or use more sophisticated tools), they can start fresh and eliminate any penalties to their next check.

Tools

Characters use tools to make tasks easier. Grip gloves provide a bonus to Athletics checks for climbing, while an artist with the right materials and workspace would receive a bonus to their Crafts checks. Tools generally provide anywhere from a +1 to +5 bonus to a particular Skill check, depending on how much the tool impacts the circumstances. GMs may also grant bonuses from environments as Tools, such as a singer gaining a bonus to their Performance check for singing in a theater with great acoustics or taking advantage of the drunkenness of the crowd.

Teamwork

Some jobs require a team to complete. If two or more characters wish to work together on the same task, this is where Teamwork comes into play. The character with the highest Level in the chosen Primary Skill makes the final check and other characters who want to help provide a bonus based on their own Level in that Skill. Levels in the Secondary Skill do not matter.

Level 0	No bonus
Level 1-4	+2 bonus
Level 5-8	+4 bonus
Level 9-10	+6 bonus

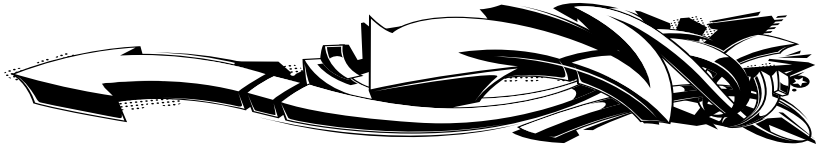
While those with higher Levels provide a bigger check bonus, keep in mind that they are likely to be the one making the final Skill check (and having others help them) if they are a master in that field. If used during a Battle, anyone participating in the Teamwork check must use their full Turn for the Round.

Boost

Sometimes a Skill check can achieve more than just a normal success, if the player's check is good enough. This is where Boosts come into play. For every 5 the player rolls over the Difficulty, they gain an additional bonus effect to the result. When used with Opposed checks, the character receives a Boost for every 5 they roll over their opponent's check. For example, if the character rolls a 25 on a Moderate (20) Difficulty check, they gain 1 Boost.

Boost is different for certain Skills or powers and can even be lowered (the lower the better) with Gifts. For example, (Boost 4) means the player gets a Boost for every 4 points over the Difficulty they roll, rather than for every 5. The following are some of the standard Boost effects, but players and GMs are encouraged to make up others on the fly as they see fit.

- › **Additional Targets:** When using a Skill on a single target, their influence may spread to more targets with each Boost. For instance, a character who stares down their opponent with Intimidation may scare off the rest of their target's crew with Boosts.
- › **Bonus Damage:** In combat, each boost adds +1 damage to the character's attack. This reflects their ability to strike a vital point or get in a lucky punch.
- › **Bonus Info:** They receive an extra item of interest per Boost above what they were looking for. If hacking someone's personal info using the Technology Skill, the character may also find their target's business info as well. If searching a room, they may likely find additional clues to whatever mystery they are attempting to solve.
- › **Style:** The character can pull off their tasks (such as Athletics jumps or Perfor-



mances) in a particularly flashy or stylistic manner, impressing more and more people for every Boost they get.

- › **Streak Bonus:** They perform the task so amazingly that they receive a +2 bonus per Boost to a follow-up task as well. For example, maybe they did such a good job deciphering a clue that all other clues are much easier to figure out.
- › **Time Crunch:** Boosting can cut a bit of time off of the task. For instance, if fixing the car engine would normally take an hour, they may be able to cut off 10 minutes per Boost.

Critical Successes and Failures

Any time a player makes a check and their 1d20 lands on 20, this is called a Natural 20 or a Critical Success. This obviously succeeds against a Simple (10) or Moderate (20) Difficulty, but the roll of a Natural 20 means they automatically succeed even if the character's total value for

the check does not meet or beat the Difficulty. The character also receives 1 Juice for their awesome check. Boosts work normally.

Likewise, if a player rolls 1d20 and gets a 1, it is called a Natural 1 or a Critical Failure. Even if the character has the bonuses to succeed normally at the task, they automatically fail at their attempt. They also receive 1 Juice for their terrible check. If rolled in combat, other repercussions may occur (pg. 180).

Rounding Down

There will come times when a value is rounded after being halved or even quartered. This value is always rounded down, unless otherwise stated in the description of the power or ability. For example, an AMP with Pheromones 5 can add $(\text{Pheromones})/2$ to social checks, meaning they would receive a +2 bonus (halved, rounded down).

Chapter Four: Superpower Systems



Resistance Checks

Through the game, there are several checks made to resist certain attacks and various circumstances. The chart below lists some of the most common ones:

Use	Skill Combo
Dodging an Attack	Fighting + Speed
Resisting Poison	Fortitude
Resisting Disease	Fortitude
Resisting Fear	Discipline + Empathy
Resisting Mental Trauma	Discipline + Empathy
Resisting Pain	Discipline + Fortitude
Resisting Unconsciousness	Fortitude
Resisting Trips and Falls	Athletics + Speed
Resisting Death	Fortitude + Self Loyalty

Wealth

Some may think powers are all they need to survive, but money makes the world go round, and that is also true in **AMP: Year One**. In fact, without money, an AMP can't pay for their day-to-day expenses: their home, or gas for their car or possibly to bribe informants. So money is actually one of the most important assets a character has at their disposal. Their Wealth Gift (pg. 55) reflects this; the higher the Wealth, the more income they have to play with.

Instead of keeping track of every penny, however, characters have a Wealth level (0-5) that reflects the lifestyle they enjoy and what types of items they can "reasonably" purchase, carry and own. For instance, Wealth 1 could reasonably allow them to own items like a

knife, sleeping bag or personal journal. The player can certainly record this on a personal equipment list if they want, if it's necessary for their concept.

Wealth does not always limit their starting equipment. With the right concept and GM approval, characters can start with items that normally exceed their budgets. However, anything they want after the game has begun is subject to normal limitation.

Buying Stuff

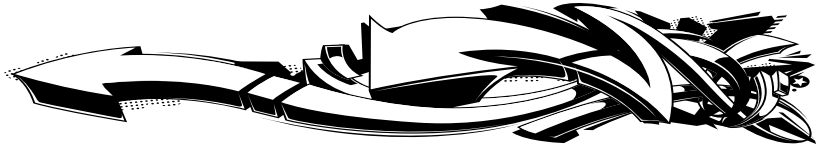
Buying things is easy. The player simply chooses what they want and compares their Wealth level against the Cost of the item. If it meets or exceeds the Cost, they can purchase the item without issue. Most shop owners simply hand over the item in exchange for the money the character would have at that Wealth level, but they must actually have the item to sell. A character can't walk into a gun shop and walk out with a loaf of bread.

Combined Wealth

Characters have the option of combining Wealth scores for big purchases, maybe to afford rent for the warehouse where they plan to build a new hideout. This may require Cost 4 to accomplish. If they have Wealth levels that total 4+ when added together, they can purchase the item together. This would, of course, leave them all broke until their next monthly allowance of disposable income.

Credit

Some characters are horrible with money and may overextend themselves, while others just like a little flexibility for emergencies. Characters using credit may purchase an item up to two levels higher than their present Wealth with GM's approval, but suffer -1 Wealth for the next three months of game time (or six months if the item cost Wealth 4+). This represents taking out a bank loan, applying for credit cards or even visiting a dangerous loan shark. If the player decides not to take the Wealth penalty afterward, they could be sued, have their family deemed



responsible for their debt, or have enforcers sent after them to collect. It's a gamble to mess with credit of any kind.

Example Gear

The following items are mostly Tools (pg. 166) that affect checks. The cost associated with each item represents the Wealth needed to obtain it through legal means.

Camouflage Gear

Integrity: N/A, **Size:** 2, **Cost:** 2

This covers clothing specifically designed for stealth missions in jungles, forests or other areas. They can be any color, but are usually shades of green for wooded areas, shades of brown for deserts or completely white for snowy terrain. This suit provides a +2 bonus to Stealth checks in the correct environment.

Climbing Gear

Integrity: 4 (AR 2/0), **Size:** 3, **Cost:** 3

Climbing gear includes lengths of rope, grappling hooks, straps, harnesses and grips to make even the steepest mountain easy to climb. This gear provides a +4 bonus to Athletics (Climb) checks.

First-Aid Kit

Integrity: 3, **Size:** 3, **Cost:** 2-3

Most Medicine checks are made when in a lab or office where conditions are suited for stitching wounds or administering medication. A well-prepared medic always has a first-aid kit along in case of emergencies (i.e. in their bag or trunk of their vehicle). Having the right tools in a pinch provides a +2 or +3 bonus to Medicine checks for emergency field medicine.

Gas Mask

Integrity: 3 (AR 2/0), **Size:** 2, **Cost:** 1-2

The gas mask filters airflow. If the air is polluted with hazards like tear gas, poison gas, or a harmful stench, the wearer is not affected. If poison does happen to get through, the wearer receives a +5 bonus to resist negative effects.

Lock Picks

Integrity: N/A, **Size:** 1, **Cost:** 0-4

To pick locks, a character needs at least a simple lock picking kit. Crudely made picks may give a -2 penalty, while master class picks give a +3 bonus to their check.

Mace/Pepper Spray

Integrity: 2, **Size:** 1, **Cost:** 2

Mace and pepper spray are tools for self-defense, but are not classified as weapons. Sprayed in the face, they temporarily and partially blind the target (-6 penalty to sight-related checks) from disorientation and pain. Most opponents are subdued outright, needing no further fighting.

Makeup Kit

Integrity: 2, **Size:** 2, **Cost:** 1-3

This toolkit includes wigs, makeup, contacts, false eyelashes and other items to create a great disguise. Depending on the makeup quality, fully stocked kits provide a +1 to +3 bonus to Deception (Disguise) checks.

Nightvision Goggles

Integrity: 4, **Size:** 2, **Cost:** 3-5

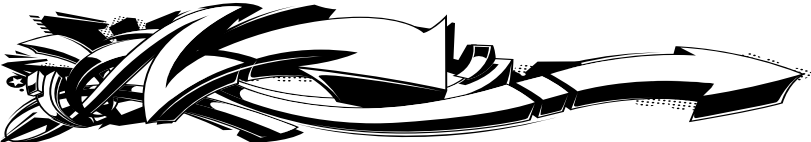
Nightvision goggles are important for night missions, removing Range penalties from darkness. Some are telescopic as well, providing an additional +2 bonus to Ranged attacks. Due to its narrowed focus, the character is -3 to all close combat checks while wearing these.

Scuba Gear

Integrity: 6 (AR 4/2), **Size:** 5, **Cost:** 2-4

Scuba gear includes the oxygen/air tank, flippers, wetsuit and breathing apparatus. Together, it allows for a fun undersea adventure. Characters must have Athletics 4+ to take advantage of this equipment.





Silencer

Integrity: 4, **Size:** 1, **Cost:** 3

A long cylinder attached to a firearm to muffle (not entirely mute) the sound of firing. It does not otherwise affect the gun's performance. A character firing a silenced gun while hiding need not make additional Stealth checks to continue hiding. Unusable with Auto-fire.

Telescopic Sight

Integrity: 2, **Size:** 1, **Cost:** 3

When attached to a gun, this item provides 8x zoom capabilities and reduces penalties to Targeted Strikes by 4. When combined with a Take Aim Action (pg. 175), a telescopic sight can be truly deadly.

Toolkits

Integrity: 6 (AR 3/3), **Size:** 3, **Cost:** 2-5

There are many toolkit types, from automotive toolkits to carpenter toolkits. Having the proper toolkit for the job adds a +3 to +5 bonus to appropriate Crafts checks.

Vehicles

Some scenarios lead to tailing someone or racing a rival. A character on foot can't really compete (without the appropriate Powers), so hopping into a car gives a whole range of new possibilities. Vehicles, no matter the type, are categorized by both the Speed that they can travel (Slow, Average and Fast) and the Size of the vehicle at hand (Small, Average and Big). **Calculations:** 1 MPH = Movement 14.7/ Round.

Speed

- **Slow:** Vehicles like scooters or mopeds, jalopies and slow-moving boats. Getting one of these vehicles makes travel slightly faster, but nothing worth writing home about. Top speed of 50 MPH (or Movement 733/Round). **Damage:** 2B

- **Average:** Average vehicles are the most common for characters to have access to. This includes sedans, vans, speed bikes and motorboats. Top speed of 100 MPH (or Movement 1467/Round). **Damage:** 5B
- **Fast:** These vehicles are some of the most sought after modes of transportation. This includes sports cars or even planes. Top speed of 200 MPH (or Movement 2933/ Round). **Damage:** 8B

Size

- **Small:** These are more minuscule vehicles, like a Mini Cooper, Volkswagen Bug or eco-friendly car. **Damage:** 2B
- **Average:** The standard compact car, minivan or van, either a two or four-door. **Damage:** 5B
- **Big:** Includes trucks, semis and otherwise very large vehicles. **Damage:** 8B

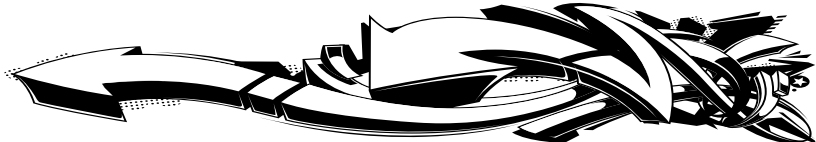
Races and Chases

Two vehicles within the same Speed category are evenly matched. The racers simply make contested Travel + Speed checks to see if they are able to catch up or lose their tail (see Chases, pg. 66). Faster cars, however, receive a +5 bonus for each speed category the vehicles are separated by. There is also a -5 penalty for each Size category that separates the vehicles. For instance, if two Small cars are racing (one Fast and one Average), the character driving the Fast car receives a +5 bonus. In general, the GM should run chases fast and loose to give the appropriate balance of drama and suspense.

Collisions

Getting hit by a car can be devastating to anyone or anything. When deciding how much damage a vehicle can do when it hits, add together the listed damage from its Speed and Size categories. Boost applies to the driver's Travel + Speed check as well if they are collid-





Vehicle Examples

Scooter: Integrity: 12, Speed: Slow,
Size: Small, Cost: 1

Motorcycle (Speed): Integrity: 15, Speed:
Fast, Size: Small, Cost: 2

Motorcycle (Muscle): Integrity: 18, Speed:
Average, Size: Average, Cost: 3

Compact Car: Integrity: 30, Speed: Aver-
age, Size: Average, Cost: 3

Sports Car: Integrity: 25, Speed: Fast,
Size: Small, Cost: 5

SUV: Integrity: 40, Speed: Average,
Size: Big, Cost: 4

Minivan: Integrity: 32, Speed: Average,
Size: Average, Cost: 3

Van: Integrity: 36, Speed: Average,
Size: Big, Cost: 3-4

Truck: Integrity: 40, Speed: Average,
Size: Big, Cost: 3-4

Mack Truck: Integrity: 55, Speed: Slow,
Size: Big, Cost: 4

Strength Tests

The average adult can carry up to 50 lbs on their person without being encumbered and can dead lift twice as much as they can carry (100 lbs on average). Their carrying weight increases by 25 lbs for every level put into the Might Skill. For instance, a character with Might 2 can now carry 100 lbs. and lift 200 lbs. If they attempt to carry around more than their allowed weight, they suffer a -2 penalty to all physical checks. Attempting to lift more than their Lifting Weight incurs the same penalty, but they also cannot take any other Actions besides lifting while doing so, or they will drop their load.

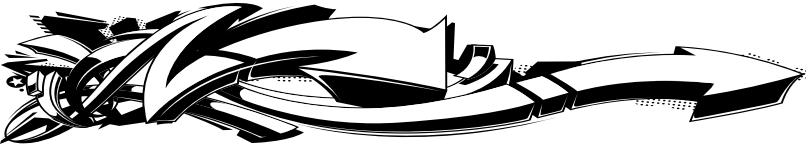
Strength checks are made using Might + Athletics to reflect how much power the character can summon, and allow them to perform a range of Strength Feats. See below for a list of examples, but keep in mind some of these may require powers to be active in order to perform (i.e. throwing a truck may require bonus Might from powers like Behemoth or Sizing).

ing on purpose. Of course, the person inside takes half the damage dealt unless they take precautions. For example, a Small vehicle (2 damage) going Fast (5 damage) would deal 7B damage + Boost.

Pedestrians receive a chance to Dodge out of the way or Find Cover. If they fail, they take the full attack, but Cover may dull the damage. In addition, if the size between the two vehicles is the same, they deal damage equally. If one is smaller than the other is, it takes an additional +2B damage from being crushed by the larger-sized vehicle.

Strength Feat	Min Strength
Crush a beer can	+0
Drag someone your same size	+2
Break a wooden chair	+4
Drag someone twice your size	+6
Break down a wooden door	+8
Break a 2x4 Board	+10
Break open a metal fire door	+12
Throw a motorcycle	+14
Flip over a small car	+16
Break a 3' lead pipe	+18
Punch through a cement wall	+20
Uproot a lamppost	+22
Throw a station wagon	+24
Use a car as a weapon	+26
Throw a truck	+28
Throw a yacht	+30





Law of Attraction

The Law of Attraction is the instinctual reaction urging AMPs into conflict with each other, with few able to keep the collateral damage to a minimum. Whenever one AMP encounters another, they both make a Discipline + Empathy check in order to hold their instincts back. If they fail, however, they immediately confront the other AMP in a manner of their choosing, but never in a nice way. This could create situations where two AMPs who otherwise are heroes of the people may clash, even if briefly. It also explains why even two AMPs who claim to be friends cling so hard to opposing ideology, both because it's what they believe and also because it is at odds with what the other believes. The Difficulty of their resistance check is based on the environment and circumstances:

Difficulty	Situations
Simple (10)	Calm surroundings with no paranoia about the other pulling anything funny.
Moderate (20)	Loud noises or darkened alleys, along with strong words or threats
Tough (30)	Seeing another AMP using their powers aggressively or with idle weapons with intent to do harm
Legendary (40)	In the middle of a battlefield or the chaos of a riot

Over time, this effect dwindles. AMPs who have been friends for some time may get the tingle of conflict, but they aren't forced to act upon their cravings. They receive a +5 bonus to resist the Attraction for each time they encounter a particular AMP. For friends and other players' characters, GMs may wave this check entirely. It can also be waved if the current situation overwhelms the urge. So, rushing into a burning building to save an innocent and meeting another AMP doing the same thing, their safety and that of the innocent is enough to ignore the Attraction for the Scene.

Battles

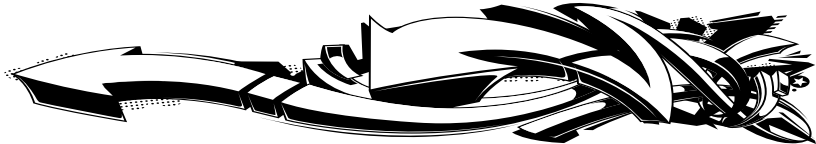
When it comes to AMPs, they are not beyond clashing with others and this aspect of **AMP: Year One** creates conflict and suspense for the story the group is trying to tell. It is always inevitable, however, that simple things turn ugly and a shouting match comes to blows. This is where Battles come into play.

Timing

AMP: Year One uses certain terms to refer to the passing of time during the game. Below is a list of the most common.

- › **Scene:** Similar to a scene from a play. It has no set time, but ends when characters experience a change in location or circumstance.
- › **Battle:** From the beginning to the end of a single combat encounter
- › **Round:** Effectively 10 seconds of time, a Round is how long it takes all characters to take their Turns in Battles
- › **Turn:** The character's time to act during a Round

Step One: Initiative	Each player rolls Intuition + Speed + 1d20 to see who goes first.
Step Two: Choose Action	The player decides how their character will act.
Step Three: Choose Reaction	If being targeted, the defending player decides how they react.
Step Four: Choose Skills	Both the attacker and defender choose which Skills they are using for their check and roll their 1d20.
Step Five: Dealing Damage	If an attack is successful, deal 2 + Weapon Damage + Boost Damage for Close Combat or Weapon Damage + Boost Damage for Ranged Attacks.



Step One: Initiative

At the beginning of each Round, everyone involved in the Battle must make an Initiative check to see in what order they respond to the current situation. Initiative is the character's $1d20 + \text{Intuition} + \text{Speed}$. The player with the highest Initiative gets to act first, followed by the player with the second highest and so on.

If two fighters have the same Initiative, they compare their Speed Skill and whoever has the highest gets to act first between them. If their Speed levels are the same, they roll again to resolve the tie, but remain at the same place in the Initiative order of Turns.

Example: *Elgin's character has Intuition 4, Speed 0, and rolled a 10 on his 1d20, giving him an Initiative of 14. Eloy's character has Intuition 2, Speed 4 and rolled a 16, giving him an Initiative of 22. This means Eloy gets to act first in the Round.*

For Round 2, they make an Initiative check and both get 18 as their result. They compare Speeds and see that Eloy has a Speed of 4 and Elgin only has 0, which means Eloy gets to go first again.

Abstract Initiative

If the GM wants to take a more flexible approach to Initiative, they may use Abstract Initiative. This method marks a turn away from numbers-centric Initiative and brings the Scene to what "feels" right. The GM simply states a Round has started and makes sure everyone gets an Action within the Round, but the order of their Actions is determined by the GM's whim or who the group decides most logically would go next. Of course, a good rule of thumb is to allow characters taking non-combat Actions to go first, then ranged Actions and then close combat Actions.

Interruptions

A character who makes a high Initiative check has the option to skip their Action and wait for others to act before they make their move. They may simply wait until the next character takes their Turn, but may also attempt to interrupt another's Action and act before them as well. The two characters both make another Initiative check and figure out who gets to go first in that moment.

Step Two: Choose Action

Not all types of Battle involve physical harm to another. Sometimes it'll be a race, while other times it may be an attempt to trip them up. Below are some of the more common things a character may try to do during a Battle. **Note:** Most powers and Augments already have an Action Type built into them and can actually allow use of multiple types together.

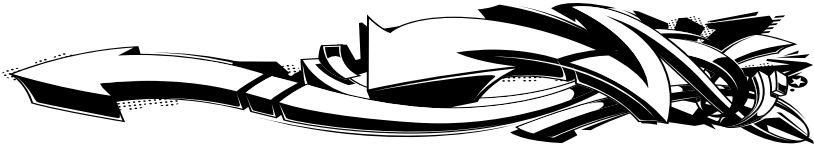
- **Inflict Harm (Close Combat):** The most common Action is to inflict harm on one's opponent. This includes punching or swinging a weapon and deals damage to the target's Integrity. Hand-to-hand attacks deal 2 damage + Weapon Damage + Boost Damage + Modifiers. The player may opt to gain a +3 bonus to a close combat attack by dealing -1 damage or take a -3 penalty to deal +1 damage.
- **Inflict Harm (Ranged):** The other way to attack is using a Ranged weapon, like firing a gun or throwing a javelin. In close combat, two fighters make opposed checks, but only the attacker makes a check for a Ranged attack. It defaults at Skill Combo + Weapon Bonus + Modifiers, but suffers penalties based on circumstances like Cover, Concealment, Range and other modifiers. The attacker is trying to beat a Simple (10) Difficulty. If they succeed, they deal Weapon Damage + Boost Damage + Modifiers.



- › **Inflict Pain:** Instead of attempting to kill one's opponent, a character can simply try to incapacitate them, kick them in a "sensitive spot" or scratch their eyes to apply a cumulative -2 Pain penalty to the target's checks, plus an additional -1 penalty per Boost (up to -10 max). A victim who reaches a -10 penalty due to pain is assumed to have lost use of one of their limbs. This penalty reduces by 1 per Round, so hitting someone with a -5 penalty means the next round it is -4 and then -3 and so on (see Pain, pg. 190).
- › **Prepare:** Preparing involves anything from standing and getting into a fighting stance, drawing a weapon or sometimes loading a weapon. This type of Action requires a full Turn to do, normally. If the character wants to take another action during the same Turn, they suffer a -3 penalty to their check.
- › **Grab:** Quite simply, the character attempts to grab their target and restrain them. The target suffers a -3 penalty to physical checks for each opponent who is restraining them. While the target is Grabbed, the character may continue to act against them using the various Action Types and may use Might as the Primary or Secondary Skill for these checks. For instance, grabbing someone and crushing them means the character is using an Inflict Harm Action and they could substitute Might for another Skill they would normally have used. Characters in a Grab cannot use thrown weapons, but firearms are fair game.
- › **Break Grab:** Making an Opposed Strength check against their opponent to break free of a Grab. If the other party wants to let go it requires no check and does not use up an Action.
- › **Feint/Distract:** The character does one thing in order to distract their opponent, which opens up their target for a follow-up attack. This type of Action provides a +2 bonus and +1 damage to the next attack on the target. One character can even perform a Feint for another character if they are acting on the same Turn.
- › **Knock Back:** They attempt to knock their opponent away, but suffer a -3 penalty to their check. If successful, they deal 0 damage + Boost damage + Modifiers, and their target stumbles backward a number of feet equal to the difference between their two Strength bonuses. For instance, if a character with Strength +10 Knocks Back a character with Strength +6, the distance would be 4 ft. If this value is more than 10, the target is Knocked Down as well. Depending on their surroundings, the target may take additional damage from falling into other objects or slamming against a wall.
- › **Knock Down:** Instead of dealing damage, a character can attempt to cause their opponent to lose their footing. This includes tackles, trips or throwing something in the way to make them stumble. This Action suffers a -2 penalty, but if it is successful, the target falls to the ground and must use a Prepare Action to get back into the fight.
- › **Touch:** The fighter tries to touch their target. The touch itself deals no damage, but is usually done in conjunction with the use of a power or application of touch-based poison. As touching is easier than attacking, they receive a +2 bonus to their attack, but may suffer a Targeted Strike penalty if attempting skin contact with someone who is covered.

Non-Resisted Attacks

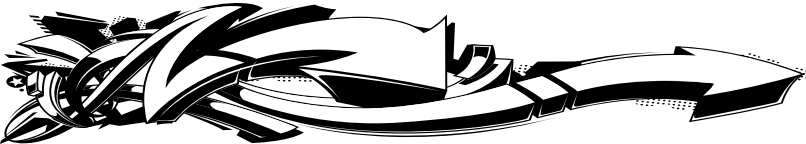
There are instances where one character either cannot move or chooses not to in the face of an oncoming attack. Even though the target isn't making a defensive check, the attack must at least succeed at a Simple (10) check. Otherwise, the attacker misses.

- 
- › **Take Aim:** They take time to aim their next strike, receiving a +3 bonus to their next Action against the target. If something forces them to move or use a Reaction before their next Action, they lose this bonus.
 - › **Change Emotional State:** The fighter attempts to alter their target's emotional state. In combat, this usually means scaring or intimidating them, but this can also be an attempt to guilt them into quitting or enraging them into making a mistake. This can be a tricky maneuver, as one never knows exactly what the outcome will be. The GM can give the target either a -3 penalty or a +3 bonus to their next check based on how the change affects the person. If their response is particularly negative, they may also take 1 damage.
 - › **Move:** Any character can travel up to their (Movement) for Free and still take another action without penalty. However, they can also move their (Movement)x2 and take another Action, but they suffer a -3 penalty to their check.
 - › **Sprint/Rush:** The character may use their Action to Move at (Movement)x15. They may not take any other Action this Round and are limited to only Inflict Harm, Knock Back, Knock Down, or physical Skills/powers for their next Action due to the momentum they have built up. Attackers suffer a -3 penalty to hit the AMP while they are moving at their max speed and the AMP receives a +3 bonus to hit and +1 damage on their next attack. They can negate their damage bonus to activate a Knock Back effect instead with a +3 bonus to their Strength. If their next Action is to Inflict Pain, they inflict a -2 penalty per Boost (instead of -1).
 - › **Use Power:** The character uses a power, which often acts as one of -- or a combination of -- the above Action Types. Some powers do not require a separate activation, so be sure to read descriptions carefully.
 - › **Non-Combat Action:** Instead of engaging with an opponent at all, the character attempts to perform some other task. This includes attempting to hack a computer or deactivate a bomb while others are likely defending their position.
 - › **Retreat:** Similar to a Move or Sprint/Rush Action, but takes the character out of close combat interaction with their opponent. When this occurs, opponents with Speed of 5 higher than the retreating character can make a free close combat Action against them, but they only inflict half their normal damage.
 - › **Block:** Stopping an attack, usually by parrying it with an arm or leg, a shield or another weapon. If the attack deals Brutal damage, but the character doesn't have a weapon to Parry, they should Dodge or Find cover. If they still want to try to Block the attack, they suffer a -4 penalty and take half damage even if they are successful.
 - › **Dodge:** Getting out of the way of an attack, including ducking, jumping or side-stepping. This Reaction generally occurs in close combat, but can also be used against Ranged attacks if the attacker is within close combat range.
 - › **Grab:** Instead of dodging or knocking away the attack, the fighter intercepts it, grabs hold of their opponent, and begins a Grab. If done against an attack that would cause Brutal damage, they suffer a -4 Penalty.

Step Three: Choose Reaction

If the attacker is targeting another person who can respond, that target gets to choose a Reaction. Each character gets one free Reaction per Round, but suffers a cumulative -1 penalty for each additional Reaction they use during the Round. Below is a list of common ones.

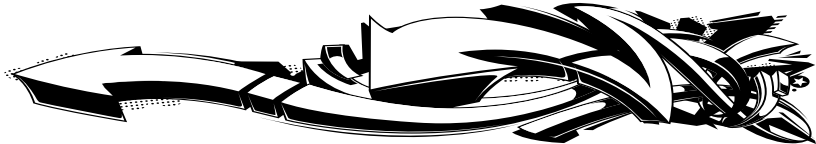




Common Skill Combos Suggestions

Action or Reaction	Type	Common Skill Combo
Punch, kick or use weapon	Inflict Harm	Fighting
Attack with improvised weapon	Inflict Harm	Fighting + Crafts
Throw weapon	Inflict Harm	Marksmanship + Athletics
Use firearm	Inflict Harm	Marksmanship
Sucker punch	Inflict Pain	Fighting + Stealth
Gut punch	Inflict Pain	Fighting + Might
What's that over there?	Feint/Distract	Fighting + Deception
Rip lamppost from ground	Prepare	Might + Athletics (Strength)
Initiate Grab	Grab	Fighting
Human shield	Grab	Might + Speed
Strangle	Grab	Might + Fighting
Slip free	Break Grab	Might + Athletics (Strength)
Intimidate your foe	Change Emotion	Intimidation + Fighting
Shove	Knock Back	Might + Fighting
Shield Slam	Knock Back	Might + Crafts
Sweep	Knock Down	Fighting + Speed
Throw something in the way	Knock Down	Marksmanship + Fighting
Touch	Touch	Fighting
Get them in crosshairs	Aim	Marksmanship + Perception
Avoid obstacles while running	Move	Athletics + Speed
Forward Block	Block	Fighting
Parry with weapon	Block	Fighting + Crafts
Jump over a sweep	Dodge	Fighting + Athletics
Avoid a sword	Dodge	Fighting + Speed
Get away from me!	Push	Might + Speed
Hide under a table	Find Cover	Speed + Perception
Thanks for the weapon	Catch	Fighting + Athletics
Resist being distracted	Resist	Fighting + Discipline
Avoid a Trap	Resist	Perception + Speed
I'm your opponent	Protect	Fortitude + Speed





- › **Find Cover:** The character makes a dash for cover. If nearby (within half their Movement), cover can be taken and applied to the incoming attack normally. If cover is farther than that, the attacker only suffers a -2 penalty to their attack as their target doesn't yet have the full benefit of cover.
- › **Catch:** An attempt to catch something (or someone) thrown at or dropped on the character. If successful, they now have it in their possession and can use it as they please. If attempting to catch something with spikes or sharp edges, they suffer a -4 penalty to their check. A failure means they take full damage as normal.
- › **Resist:** Generally resisting some of the less attack-oriented Actions, like resisting a Feint or having the willpower to not have your emotions manipulated.
- › **Protect:** The character gets in front of an attack against another occurring within (Movement)/2, taking full damage instead of the intended party. If they have already taken an Action this Round, they suffer a -2 penalty to this Reaction.

Step Four: Choose Skills

Once the players have chosen the Action and Reaction types their characters are using, they must now decide what Skills are appropriate. Many example Actions and Reactions come with assumed Skills that need to be used with them, but players and GMs are encouraged to come up with alternate applications and ways to use non-traditional Skills in new ways.

Step Five: Dealing Damage

It is up to the GM to help the players determine the effects this Turn has had on the story or battle.

- › **Normal Damage:** Typical damage is a result of blunt attacks, like punches, head butts, and weapons like baseball bats or maces. Recorded as a “/” on the Integrity track, referred to simply as “damage” (i.e. 4 damage).
- › **Brutal Damage (B):** Brutal damage is a result of poisons, acids, or sharp weapons - like swords or spikes. Recorded as an “X” on the Integrity track, Brutal damage is noted by adding a “B” to the damage number (i.e. 4B damage).

The attacker makes a 1d20 + Skill Combo + Modifier check in order to hit their target, who also makes their Reaction check to resist. If the attack is successful and intended to Inflict Harm, calculating damage is easy:

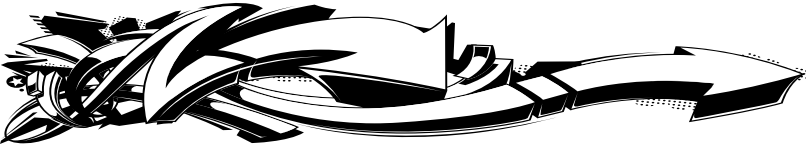
Close Combat:
2 + Weapon Damage + Boost +
Modifiers

Ranged Combat:
Weapon Damage + Boost +
Modifiers

Boost (pg. 166) applies in combat, providing a +1 damage bonus to the Action for every 5 the attacker rolls higher than their opponent's Reaction check. They may exchange this extra Boost damage for a different effect with GM approval.

***Example:** The Lance attacks his opponent with the intent to Inflict Harm with a punch. He has Fighting 3, so he rolls 1d20 + 4 and gets a 22 total. His opponent with Fighting 2 decides to Block the attack, and rolls 1d20 + 3 and gets a 14 total. This means the Lance is successful in his attack and deals 2 damage + 1 damage (Boost), for a total of 3 damage.*





Modifiers

There are a number of situational modifiers that can affect a character's ability to perform a task, including darkness or tough terrain. These can apply in or out of combat and color a Scene in many ways.

Armor (AR/AP)

Armor is one of many ways to avoid damage in combat, ranging from Kevlar to medieval armor. Each armor receives an Armor Rating (AR) representing how much damage the armor negates upon impact. AR displays as a two-value combination, where the first number represents normal damage negated and the second number is Brutal damage negated. For instance, armor with a value of AR 3/2 automatically ignores 3 damage, but would only negate 2 Brutal damage. So, an AMP hit for 4 damage while wearing this armor would take 1 damage to their Integrity after the AR soaks 3 damage. There is no check necessary to use armor, but larger or bulkier armor creates penalties to other checks.

If a weapon has Armor Piercing (AP), this ignores AR equal to the value. For example, an attack for 4 damage with AP 2 against an opponent with AR 3 would reduce the AR to 1 and deal 3 damage.

Armor Examples

Name	AR	Hind.	Weight	Cost
Modern				
Thick clothing	1/0	0	2	0
Kevlar	1/3	1	2	1
Flak Jacket	2/3	2	4	2
Riot gear	5/5	3	6	3
Archaic				
Leather	2/2	1	2	1
Chain mail	3/3	2	4	2
Scale mail	3/4	1	4	3
Full plate	4/5	4	6	4

- **Armor Rating (AR):** Damage absorbed by the armor. First value is normal damage negated, and the second is Brutal (B) damage negated.
- **Hindrance:** Restriction of armor. Apply as a -1 penalty to all physical and combat checks.
- **Weight:** Weight of armor. Might Skill must be equal to or higher, or the character suffers an additional -2 penalty to all checks.
- **Cost:** Wealth required to buy the armor.

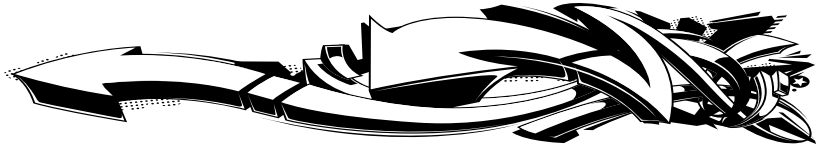
Assault Round

When a player feels the urge for their character to go berserk and attack without regard for their own safety, usually fueled by pure rage, they can perform an Assault Round. An Assault Round must be declared at the beginning of a Turn in which they have not yet used any Reactions, and their character receives the following bonuses: +1 Action at no penalty, a +3 bonus to combat Actions and +1 damage for the Round. However, the fighter also suffers a -4 penalty to all Reactions for the Round (including the one Reaction they normally take at no penalty).

Automatic Fire

Some guns have automatic-firing capabilities, launching multiple bullets at a time instead of just one. This allows gunmen to deal more damage to several people in an area, but not all guns are capable of auto-fire. Be sure to check Range, Firing into Close Combat and Cover for other possible penalties to auto-fire. Guns with Auto-Fire capability have an (A) next to their name (pg. 184).

Short Burst	Fires 3 bullets at a time. Still only targets a single opponent, but deals +2 damage.
Medium Burst	Fires up to 15 bullets. Deals +2 damage to up to 3 targets or +4 damage at a single target, but suffers a -3 penalty to Marksmanship
Long Burst	Fires approximately 40 bullets. Deals +4 damage to up to 10 targets or +8 damage to a single target, but suffers a -6 penalty to Marksmanship.



Blind Fighting

Sometimes a character must fight without the ability to see, whether they've got sand in their eyes or are fighting an AMP with Invisibility. There are two types of blindness, Partial and Complete. Partial blindness is the result of blurred vision, temporary dust in the eye or even hallucination effects. This inflicts a -5 penalty to any sight-related check (of which there are quite a few). Complete blindness is the inability to see anything at all, from being in shadows created by Darkness to being born without sight in the first place. This gives a -10 penalty to any sight-related checks.

There are ways to overcome Blind-Fighting penalties using other senses. These work well for characters with Awareness (pg. 128) or a Specialty in Perception for a particular sense.

- › **Touch:** If the character is touching their target (like holding hands or in a Grab), they suffer no penalty to attack or defend, since they know exactly where their opponent is in relation to themselves.
- › **Hearing:** They can attempt to listen for their opponent with a Perception check, such as listening for footsteps or breathing. If successful, Blind Fighting penalties reduce by half. This counts as a free Action for the character, but if they or their opponent moves, they may need to do it again. This requires a Moderate (20) check or an opposed check against the target's Stealth.
- › **Smell:** Some characters have a particularly great sense of smell and can taste/smell their opponent on the air, used in the same manner as Hearing. This won't work if the environment is windy or overrun with another strong scent (like a landfill or fish market).

Concealment and Cover

When in ranged combat, being able to see your target is very important. However, the one on the other end of the bullet would be smart to employ Concealment and Cover to their advantage. Concealment includes many

things that affect an environment, such as darkness, strong winds or heavy rain, which can make it difficult to see and hit a target from a distance. This can create up to a -6 penalty to a ranged attack, depending upon its intensity. For instance, a clear, sunny day would give no penalties, but attempting to fire at night during a hurricane may cause the entire -6 penalty.

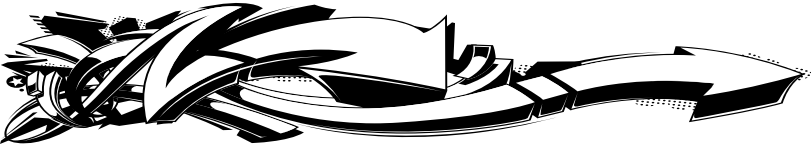
Hiding behind other objects is also a good way to avoid a ranged attack. This includes ducking behind a wall or kneeling behind a car or park bench. The cover material effectively takes the damage for the target, so the GM should keep in mind the resiliency of what they are hiding behind. If using a wooden chair for cover, it's not likely to stop a bullet, but a stone wall should be just fine.

As a general rule, the attacker suffers a -2 penalty if their target is 25% covered (behind a plant), -4 penalty for 50% (half-concealed by a wall) and -6 penalty for 75% (all but their head is hidden). At 100% cover, they do not see their target at all and cannot hit them without some other way to know where they are.

Co-Op Attacks

It's always easier to take down an opponent with help. Two characters may attempt to attack a target at the same time, either with an upper-cut/sweep combo, top and bottom double-slashing swords or other coordinated attack. This means they have to target the same opponent simultaneously (which may require one of them to hold their Action until the other's Initiative). They may then both select an Action (does not need to be the same Action, but must make sense together) and make their checks while both suffering a -3 penalty. The target must react to both separately, but may ignore their second check if their first Reaction check is a Natural 20. If both attackers succeed in their Action, they both get a bonus of +2 damage and one free Boost (applied for more damage or another kind of effect). If one attack lands, but the other misses, it resolves normally with no additional effect.





Critical Failure

The roll of a Natural 1 during a combat Action or Reaction means the character has made a terrible strategic mistake and they (or their comrades) are likely to pay for it. In addition to receiving 1 Juice and automatically failing their check, they also suffer one of the following penalties (GM chooses best event to fit the situation):

- › Overexert themselves and lose 1 Juice (does not receive bonus Juice either).
- › Lose their balance and suffer a -3 penalty to their next Reaction check.
- › Trip and fall, causing 1 damage and forcing a Prepare Action to reenter combat.
- › Strategic misstep; character loses their Action for the Round. If they have already taken an Action this Round, they lose their Action for the next Round.
- › Accidentally attacks a comrade. The character rerolls their attack and a nearby comrade must make a Reaction against it.
- › Left an opening and takes +2 damage.

Critical Success

The roll of a Natural 20 while performing a combat Action or Reaction means the fighter gets a rush of power or a second wind. In addition to receiving 1 Juice and automatically succeeding, they also receive one of the following bonuses (GM chooses the best event to fit the situation):

- › Heal back 2 Integrity lost in this fight to normal damage.
- › Regain 1 Juice spent in this fight.
- › Attack deals +2 damage.
- › Deal half damage, but as Brutal damage (instead of normal damage).
- › Receive a +3 bonus to their next attack.
- › During a Reaction, Attacker loses 2 Integrity damage (can be soaked with AR).

Defensive Round

Going on the defensive is a wise strategic choice at times, especially if the character is backed into a corner. At the beginning of their Turn in a Round that they have not yet taken an Action, or the first time someone targets them during combat, they may declare a Defensive Round. This means they cannot take any Actions for the Round, but can react against two attacks for the Round without penalty (instead of 1). The character also receives a +3 bonus to their Reactions, which buffers the normal -1 penalty per attack on them.

Description Bonus

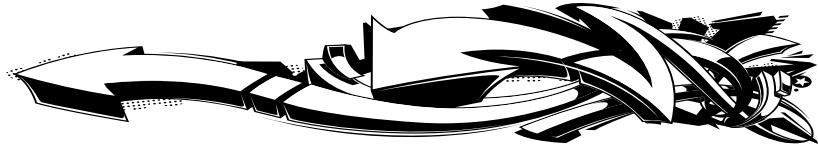
GMs should reward creativity. If a player chooses to color their character's Actions with interesting descriptions, the GM is encouraged to give them a bonus to whatever check they are attempting as a reward for their hard work. Encouraging this rule changes "I hit him" into "I back up slightly, as my eyes begin to glow and steam with energy, and then I blast him with an intense light that burns through the sunglasses I was wearing." The GM can give a bonus ranging from +1 to +5, depending on the quality of the description and the rest of the group's response. Something that makes everyone gasp or scream in excitement should probably enjoy the full bonus allowed.

Firing into Close Combat

Firing a gun, arrow or another ranged weapon into a crowd or ongoing close combat Battle can be difficult if you are trying to hit a single target. When this occurs, the character suffers a -2 penalty per person they do not want to hit. For instance, if three gang members are attacking the character's friend Jill, they will suffer a -2 penalty to not hit Jill. If they are attacking Jill and Morgan, the character will suffer a -4 penalty instead.

A failed check means the character makes another attack check to see if they hit some-





one else in the fray. On a roll of a Natural 16-20, they do and it may not turn out in their friends' favor. If there are a lot of people and there is no way the character could have missed (like throwing a truck), then the GM may wave this qualifying check and start applying damage to others in the fray.

Improvised Weapons

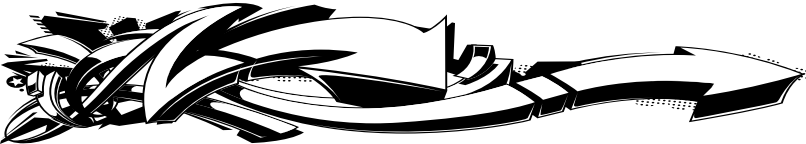
Sometimes a character isn't properly armed or they've lost their weapon, and they need to grab and fight with whatever is nearby, like grabbing an umbrella and wielding it like a sword or crashing a folding chair on top of a rowdy barfly. These Improvised Weapons make Crafts a Secondary Skill in combat, but these objects really aren't designed for combat. The fighter suffers a -2 penalty to all checks with the object, and the GM should determine how many times they could actually use it for attacking or defending. A length of

lead pipe may be good for five or six good swings, while a broken bottle may only be good for one or two stabs.

Knockouts

Anytime a character takes damage equal to half their total Integrity at one time, they must make a Fortitude check to avoid being Knocked Out. The Difficulty is Simple (10), plus the damage dealt by the blow. For example, an AMP with Integrity 16 hit with a bat that deals 9 damage would need to make a Difficulty (19) Fortitude check or fall unconscious. The GM determines the length of time, but knockouts are usually a quick way to end a battle. If the unconscious person is hit again or moved violently, they receive another check to try to wake up. This is different from falling unconscious after their Integrity reduces to 0, which does not trigger a check.





Multiple Actions

Some powers grant additional Actions on an AMP's turn, but not everyone is so lucky. A character can normally only make one Action, but they have the option to split their Action if they so choose, gaining the ability to perform more tasks but at a penalty and at the cost of 1 Integrity. At the beginning of their Turn, they decide how many Actions they'd like to take and suffer a -3 cumulative penalty to all Actions for each Action after the first. So, a character who decides to take three Actions would suffer a -6 penalty to all of them. They may only attempt up to (Intuition)/2 extra Actions in a single Round. For instance, they could attempt two Actions in one Round with Intuition 2 or three Actions with Intuition 5.

Pulled Strikes

The character attempts to attack without using their full ability, thus dulling their effect. The character does this either for show or because they don't actually want to cause permanent harm to their target. After landing an attack, they can make a reflexive Intuition + Fighting check to change their Brutal damage to normal damage (like hitting with the flat of their blade) or halving their normal damage dealt (like hitting a non-vital spot purposely). Some powers or abilities cannot be pulled.

Range

Ranged weapons have a certain distance at which they are most effective, given as a set of three values: Short Range/Medium Range/Long Range. Firearms and thrown weapons are all listed with their specific ranges for easy reference (pg. 184).

Range	Modifiers
Short	None
Medium	-2 penalty
Long	-4 penalty and -1 damage

For hurling weapons not specifically designed to be thrown (such as a sword or hammer), Range is equal to (Athletics + Knowledge) x2 / x3 / x4. They also suffer a penalty to their attack equal to the weapon's size, regardless of Range. For instance, an AMP with Athletics 3 and Knowledge 4 would have Ranges of 14/21/28. Hurling a sword (size 2) would suffer another -2 penalty on top of normal Range penalties.

Reloading

Guns run out of bullets eventually, so characters may need to reload. If the gun uses an easy to load clip, they can use their Move for the Round and then fire without penalty to attacking. However, if the gun is a revolver or one that requires more time to load, it may take the normal Prepare Action instead.

Size

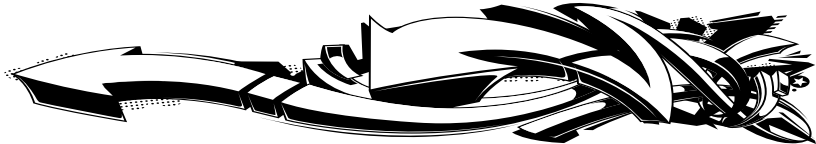
The GM can invoke Size modifiers to help enhance the realism of the Scene or to calculate what types of objects certain powers can affect, such as when a fighter is attacking a huge, easily hit opponent. These rules are not necessary when a character is a skilled ninja, but are appropriate for starting characters.

Modifiers to Hit

Size 1	-12 Teeny (Wasp)
Size 2	-8 Tiny (Rodent)
Size 3	-4 Small (Dog/Cat)
Size 4	-0 Human
Size 5	+4 Large (Horse)
Size 6	+8 Huge (Elephant)
Size 7	+12 Immense (House)

Targeted Strikes

When a character wants to hit their opponents in particular parts of the body or strike different sized targets, Targeted Strikes come into play. Maybe they know their opponent has a bad knee, a wounded shoulder or a blind spot. They may also be a handsomely



paid assassin to shoot a poison-tipped arrow through their target's eye. A precise strike is achievable, but is always harder.

Target	Penalty
Torso	-2 penalty
Arm/Leg	-4 penalty
Head/Hand	-6 penalty
Eye/Pressure point	-8 penalty

The exact result of a Targeted Strike is left up to the GM. A strike to the hand holding a weapon may cause a Speed + Might check to regain their grasp before dropping it. A strike to a part of the body without Armor ignores any AR. A strike to the head that would deal normal damage may be treated as Brutal or may invoke an immediate Knockout effect.

Terrain

A fight can occur just about anywhere and, in most cases, is often impromptu. Fighting on rooftops is much different from a battle in a jungle, in more than one way. The surrounding terrain can give certain modifiers to combat, as seen below. Penalties for rain count as Concealment (pg. 179).

- › **Populated:** If surrounded by a crowd, a character may get a penalty to attack or Dodge due to restrictions to their full range of motion and the possibility of being shoved. Of course, Firing into Close Combat may apply as well.
- › **Dense Trees:** When fighting in an area with trees very close together, the GM may give a penalty to ranged attacks. Even close combat attacks may suffer a penalty too, as weapons get stuck in and bounce off of trees in the middle of an attack.
- › **Overgrowth/Mud/Wetness/Ice:** In an area with lots of roots sticking out the ground or one that impedes movement or makes it slippery, the GM may call for Athletics + Speed checks to keep from being tripped or slipping. If they fail, they need to make a Prepare Action to get back up and may

end up shifting their position in combat as a result.

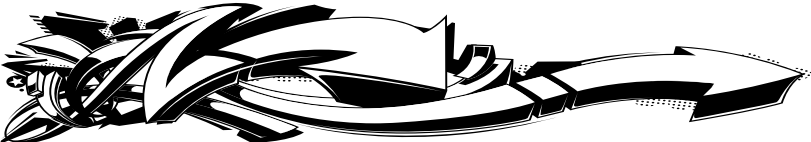
Using Weapons

Words can often turn to fists, and people can walk away with bruised faces and feelings, but battles escalate even further the moment someone draws a weapon. Depending on what kind they bring to the fight, they can make things very lethal very fast. The fact is, weapon damage can often double or triple the amount of damage being inflicting in a single Action.

There are essentially two types of weapons: close combat and ranged. If the character attempts to use a close combat weapon without any levels in Fighting or a ranged weapon with no levels in Marksmanship, they suffer a -2 penalty to their attack and defense check.

- › **Close Combat (2 + Weapon Damage + Boost damage + Modifiers):** These are items like knives, bats and the like, used in conjunction with the Fighting Skill. Each weapon adds an amount of damage to attacks and sometimes turns the attack to Brutal. They also give certain modifiers to its use for Attacking, Defending and Hurling the weapon, based on their weight distribution and handling. Some even have Reach, which allows a close combat character to hit someone further away than normal.
- › **Ranged (Weapon Damage + Boost damage + Modifiers):** These are weapons like bows, firearms and javelins, used in conjunction with the Marksmanship Skill. Each weapon deals a certain amount of damage and does not receive the +2 damage bonus close combat enjoys. However, ranged weapons can deal more damage than a punch and are often Brutal. Each list also provides a specific bonus to Attacking, used for firing the weapon or throwing. The character can afford ammo for any weapon they have the Wealth to obtain.

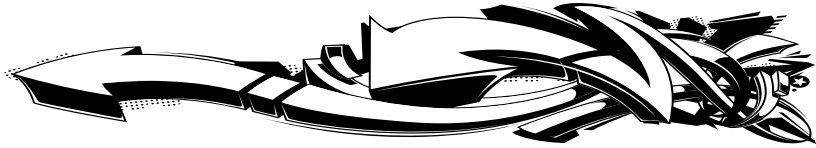




Chapter Four: Superpower Systems

<i>Close Combat Weapons</i>							
Name	Damage	Attack	Defense	Hurl	Str. Min.	Cost	Size
Axe	+4B	+1	+1	+0	+5	2	3
Baseball Bat	+2	+2	+1	+0	+2	0	2
Brass Knuckles	+1	+2	+1	+0	+0	1	1
Chain	+2	+1	+1	+1	+2	0	2
Chainsaw	+8B	-3	+0	+0	+6	2	3
Knife	+1B	+2	+0	+1	+0	1	1
Mace	+2	+1	+2	+0	+3	2	2
Nunchaku	+1	+2	+1	+0	+1	2	2
Shield	+0	+0	+3/+1	+1	+3	1	2
Sledgehammer	+4	-1	+1	+0	+5	2	2
Spear	+3B	+1	+0	+2	+4	2	3
Staff	+2	+1	+2	+0	+2	1	2
Sword (Rapier)	+1B	+2	+1	+0	+2	2	2
Sword (Standard)	+2B	+1	+2	+0	+4	2	2
Sword (Broad)	+4B	+1	+1	+0	+6	3	3
Whip	+0	+2	+0	+0	+0	1	2
Motorcycle	+7	+1	+0	+2	+22	2	4
Car/Truck	+10	+2	+2	+0	+26	3	5
Tree	+13	+4	+0	+1	+30	N/A	6
<i>Ranged Weapons</i>							
Name	Damage	Attack	Range	Ammo	Str. Min.	Cost	Size
Assault Rifle (A)	+4B	+2	300/600/900	35	+4	3	3
Boomerang	+1	+1	60/120/180	N/A	+0	1	2
Bow	+2B	+2	75/150/300	N/A	+3	2/3	2
Crossbow	+4B	+3	150/300/600	10	+2	2	2
Javelin	+2B	+2	90/165/240	N/A	+1	1	3
Machine Gun (A)	+6B	+2	150/300/450	100	+3	3	3
Pistol (Light)	+3B	+2	60/120/180	12	+0	3	1
Pistol (Heavy)	+5B	+1	75/150/225	8	+1	3	1
Revolver (Light)	+4B	+2	60/120/180	6	+0	2	1
Revolver (Heavy)	+6B	+1	90/180/270	5	+2	2	1
Rifle	+10B	+3	600/1200/1800	8	+3	2	3
Shotgun	+8B	+1	30/60/90	6	+2	2	2
Sling Shot	+1	+3	60/90/120	N/A	+0	1	1
SMG (small) (A)	+4B	+1	45/90/150	40	+1	3	2
SMG (Large) (A)	+6B	+2	60/120/240	60	+3	3	3





Special Weapon Info

- › **Chain:** 10 ft. Reach.
- › **Chainsaw:** Big and unwieldy, a Chainsaw always suffers a -3 penalty to use in combat. It inflicts damage normally, but once it strikes a target, both fighters make a series of Opposed Fighting + Might checks similar to being in a Grab. If the attacker wins, the chainsaw stays in place and does damage again. If the victim wins, they throw the attacker and can choose to now run or continue fighting (though Bleeding is an eventuality). If the chainsaw wielder wins two or more times, it may cut through the victim entirely or remove a limb. Chainsaws are nasty.
- › **Shields:** When wielded singularly, a shield can provide a +3 bonus to Block and allows for ample bashing. If used with a weapon in the other hand, it only gives a +1 bonus to Block.
- › **Whips:** It hurts to be struck with a whip. Targets suffer debilitating pain with each strike, invoking a -2 penalty from Pain to the target's next Action. After they have taken their Action, this penalty goes away.
- › **Bows:** For Cost 3, the bow is sturdy enough to use as a staff when in close combat, but does not have Reach.
- › **Arrow Types:** Values listed are for Standard Arrows, but there are also Blunt Arrows that instead deal 4 damage (non-Brutal) with Cost 1 and Target Points which deal 3B (instead of 2B) with Cost 3, but only receive a +2 Attack bonus.
- › **Crossbows:** These are hard to reload and take the character's entire Turn to do so, during which they are unable to do anything else.
- › **Rifles:** Firing with a rifle is slow, requiring one full Turn (including Action and Movement) to reload. In addition, the user suffers a -10 penalty to any Marksmanship checks if fired in close combat.

- › **Shotguns:** Possess a 5 ft. spray, making it possible to hit multiple targets with one shot, splitting damage among them.
- › **Spears:** 10 ft. Reach.
- › **Staff:** 6 ft. Reach.
- › **Vehicles:** Also provides Cover (pg. 179) while holding.
- › **Tree:** Large blunt objects like Trees, vehicles, lampposts, etc. may add a Knock Back effect if the player gets a Natural 18-20, as long as the final total also hits the target.

Weapon Chart Values

- › **Damage:** Extra damage dealt by weapon
- › **Attack:** Modifier to Actions with weapon
- › **Defense:** Modifier to Reactions with weapon
- › **Hurl:** Modifier to throw weapon
- › **Min Str:** Minimum Strength bonus needed to wield. Suffer a -4 penalty to use the weapon if the Minimum is not met. Vehicles and trees cannot be used at all without the Minimum Strength bonus.
- › **Range:** Short/Medium/Long Range values in feet. Medium -2 penalty to Attack. Long -4 penalty to Attack and -1 damage.
- › **Ammo:** How many shots before needing to reload
- › **Cost:** Minimum Wealth required to buy the weapon.
- › **Size:** 1 – Can be easily hidden, 2 – Can be hidden in coat, 3+ - Cannot be hidden.

Surprise Attacks

If the target has no idea an attack is coming, there is a chance for a Surprise Attack (one free attack before combat starts). A Stealth check may be necessary to ensure they aren't detected.



Staying Alive

Damage Types

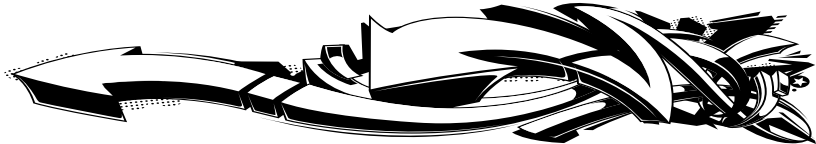
- › **Normal Damage:** Attacks from blunt objects, such as unarmed strikes, clubs or other bludgeoning weapons deal normal damage. A character brought to Integrity 0 by normal damage falls unconscious automatically (no resistance check). If they continue to take damage afterward, additional damage converts to Brutal. This damage is recorded as a “/” on the Integrity tracker at the bottom of the character sheet. Damage recovers at a rate of 3 per hour of rest or 1 per hour of light activity (no combat).
- › **Brutal Damage (B):** Damage from attacks that wound more than just the surface, such as bladed weapons, special powers,

firearms or poisons that cause serious internal damage are considered Brutal damage. If they reach Integrity 0 from Brutal damage, the character's body goes into shock and they fall unconscious. They must then fight against death itself with a series of Death checks. This damage is recorded as “X” on the character sheet. Brutal damage heals at a rate of 3 per day of rest or 1 per day of light activity.

Medical Assistance

Seeking medical assistance for a wound can help it heal faster and with less fear of scarring or infection. A trip to the doctor gives a +1 bonus to any Integrity regained. Characters with Medicine 5+ can perform this function for others with a Moderate (20) Medicine + Knowledge check. If the character actually stays in the hospital, they receive yet another +1 bonus to their Integrity recovery, but must rest the entire time. For instance, a hospital





stay for a stab wound recovers 5 Integrity per day of bed rest, but once they leave the hospital, they'll recover 4 Integrity per day of rest or 2 Integrity per day of light activity as long as they take their prescribed meds and follow the doctor's orders. **Note:** Medical Assistance is only helpful for normal healing. AMPs with Regeneration heal at a rate that medical science cannot aid.

Bleeding

After taking half of their total Integrity in Brutal damage (and abilities that cause it sooner), the character is assumed to have taken on a major wound causing Bleeding. From that point on (or until they receive medical attention), they suffer another 1B damage per Round from Bleeding as their hands just aren't enough to keep the blood from flowing. Additional physical stress or activity, such as combat, requires a Fortitude check to avoid losing more blood. The check is Difficulty (10), plus current damage taken and a failure means they take another 1B after completing their Task.

Someone with the Medicine Skill may attempt a Moderate (20) Medicine + Knowledge check to stop the bleeding. Depending on how chaotic their current environment is, the Difficulty may raise to Tough (30) due to distractions that could cause wrong decisions. If the medical character has at least Discipline 5+, however, they have no need to worry about this.

Death

No one can keep fighting forever; at some point, their body simply quits and they risk death. Mechanically, characters have a very real possibility of dying if they drop to Integrity 0 from Brutal damage. They can try to stay alive by making a Death check -- Moderate (20) Fortitude + Self Loyalty. If successful, they fall unconscious - incapacitated, but not dead.

If they continue to take damage (such as bleeding or being beat while knocked out),

they must make another Death check each time and add the amount of damage taken to the Difficulty. A failed check or a reduction to -10 Integrity means the character dies. **Note:** The Regeneration power can allow a character to go even lower without dying.

Example: *Melissa's Integrity falls to 0 due to Brutal damage. She makes a Moderate (20) Death check and gets 22 (success!). However, she was bleeding and takes 1B at the beginning of the next Round and must make a new check at Difficulty 21 (20 + 1 damage). Melissa gets 24 (success!). The next Round, she loses another 1B and her Difficulty rises to 22. She rolls a 19 this time and takes her last breath. Poor Melissa.*

Resuscitation

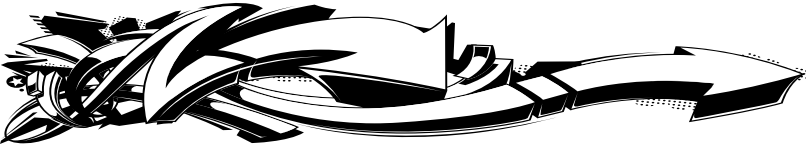
A person declared dead can still be brought back with the power of modern medicine. This requires a character with at least Medicine 5+ who can then attempt to bring the person back to life with a Tough (30) Medicine + Knowledge check, as long as they have the right equipment. In some cases, like a gunshot to the head or burning alive, there is obviously no way to actually bring the target back to life, but a drowning victim may be saved with CPR.

Consequences

Losing a battle does not always spell death. Sure, if there is no escape and the characters' lives are forfeit, then so be it. However, there are other times when death is not the most logical outcome from an encounter. This is where Consequences come into play as an alternative to a character's final death. It also alters the rules to allow for falling down to -20 Integrity (instead of the normal -10 limit).

When an AMP reaches 0 Integrity, there are things that can occur in addition to being unconscious. They could break or lose an arm, suffer a new phobia or other psychosis, or it could leave them with some other hole in their lives. Instead of dying, a player can talk with their GM about taking Consequences. If their GM agrees the circumstances should not involve





death, the player instead receives a number of points that must be spent to purchase new Drawbacks for their character.

Integrity	Drawback Points
0	1
-1 to -5	2
-6 to -10	4
-11 to -15	6
-16 to -20	8

The Drawbacks must make sense for the situation, as well. For instance, an AMP who loses a shootout with the cops that results in dropping to -12 Integrity may end up with one arm that has been damaged beyond normal repair (One Arm (3)), a less than enthusiastic view of getting into their next encounter (Combat Fear (1)) and their name in the system (Prison Record (2)). Likewise, an AMP who falls to -6 Integrity from a drug overdose may crave more (Addiction (4)), regardless of what it did to their body. The unique Side Effect Drawback for each Strain (pg. 62) is always an option, as near death experiences tend to bring out the worst side of an AMP's abilities.

Unlike Drawbacks gained during character creation, the player can buy off Consequences more cheaply (3 XP per BP). So, in the above example, the character could undergo therapy to buy off their Combat Fear for 3 XP. Physical therapy for their arm would cost 9 XP and their Prison Record, after dealing with the courts and performing community service, could be bought off for 6 XP. Even after buying off or healing the Consequences, the character always has a reminder, a scar from their tussle with death. This could be anything from a gunshot wound in the stomach to a slash scar over their right eye. They make for good stories and serve as a warning to others that they have been to hell and back.

Deprivation

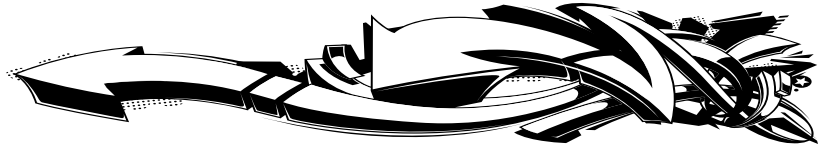
Going without food or water for extended periods is yet another way a person can die. When this dire situation occurs, the character slowly loses Integrity over time. They can go up to 3 days just fine, but they lose 2 Integrity for each additional day afterward. If they start eating and drinking again, they regain this lost Integrity at a rate of 1 per day while their body recovers.

Holding Breath

Characters can hold their breath for up to 30 seconds (3 Rounds) before needing to breathe again. However, characters with the Athletics Skill gain an additional 10 seconds per level. For example, someone with Athletics 5 can hold their breath for 80 seconds. Once they hit their breaking point, they can make a Moderate (20) Athletics + Fortitude check to survive for one more Round with each consecutive check suffering a cumulative -3 penalty. If they fail, they begin to suffocate and lose 3 Integrity per Round until they pass out and eventually die.

Falling

Falling from great heights can be enough to kill someone, inflicting 2 damage for every 10 ft. Falls from less than 10 ft. are negligible. So, a fall from 50 ft. (5 stories) would inflict 10 damage. When the character lands, if they aren't just flailing and crying out for dear life, they can attempt an Athletics + Speed check to roll when they land. Difficulty for this check is Simple (10), +2 for every 10 ft. they fell. A successful check halves the damage taken. Obviously, a parachute, certain powers or other devices designed for a safe fall negates this damage.



Fear

Some creatures, opponents or power effects have the ability to strike fear into a character. When first encountering an antagonist with a Fear rating, characters must make a Discipline + Empathy check against Fear. If their check is equal to or higher than the Fear rating, they succeed and are unshaken. They may still be scared in the heat of the moment, but their physical and mental resolve remains unaffected.

A failed check against Fear leaves the character's heart racing and their focus suffering. They'll read every movement and every word spoken as potential for an attack, whether the antagonist is aggressive or not. This affects the character in combat as well, making them suffer a -2 penalty to all Actions for their first Round against the antagonist that has frightened them. The character's survival instinct kicks in at the second Round and they get rid of any penalties.

Some enemies are unassuming, only becoming scary after combat has already started. Attempting to invoke Fear during combat is much harder. They can attempt a Change Emotional State Action (pg. 175) and make the appropriate check. If successful, their opponent is scared and suffers the above penalties for 1 Round. This can only be done once per Battle.

Fire

The destructive power of fire is well known and without comparison. Homes, personal belongings and flesh all melt in the wake of a firestorm. Unsurprisingly, fire always deals Brutal damage, usually based on how large it is.

Size	Damage
Lighter	1B
Torch	2B
Camp Fire	4B
Bonfire	8B
Flamethrower	12B

Electrocution

Much like fire, electricity also inflicts Brutal damage. In addition, however, the pure power coursing through a victim's veins can drain Juice, force a check against stun, or even kill the victim.

Type	Damage	Effects
Wall Socket	1-2B	Simple (10) check vs. Knockout
Taser	4B	Moderate (20) check vs. Knockout.
Power Line	8-12B	Tough (30) check vs. Knockout or Death.
Lightning	15B	Moderate (30) check vs. Death.

Disease

A staggering number of diseases and sicknesses exist in the world, from smallpox and malaria to HIV and herpes. Each has its own differing yet very potent (often deadly) effects, and most characters don't want to catch one. They can resist catching a disease or its effects with a Fortitude check, with Difficulties based on the strength of the source and the effects of the sickness (GM's decision). Sexual contact with a partner with full-blown AIDS may have a Tough (30) check to avoid catching the disease as well, while encountering a kid who just has a cold would be a Simple (10) Difficulty to avoid the sniffles. Checks are generally made when the character is first exposure to the source, but additional checks at varying intervals are needed if they have constant contact with the source.

Infection

Letting an open wound from Brutal damage sit around is an invitation for sickness to enter, and creates an Infection. Immediate attention and disinfection by a medical professional (Medicine 4+) removes the need to



worry about this, but without such attention injuries can get pretty ugly. They may make a Fortitude check against Disease and a success means they are ok unless they then decide to visit a junkyard or jungle where new contaminants become possible. If the check fails, they cannot heal any Brutal damage (other damage heals normally) and take an additional 2B damage per day (which also cannot be healed) until they can get medical attention.

If no hospitals or doctors are available, they have the option of amputating their limb or carving out the infected patch of muscle to get rid of the infection and stop its spreading on their own. This forces a new check to resist the infection spreading to the new wound as well, but is better than nothing when you're looking at death. Taking damage from an irregular weapon (i.e. a jagged knife or broken glass) creates a -3 penalty to resist Infection. Immediate attention and disinfection (within 2 hours) removes the need for this check.

Damage Taken	Difficulty
25% or less Brutal damage	Simple (10)
26% - 50% Brutal damage	Moderate (20)
51%+ Brutal damage	Tough (30)

Mental Trauma

Some characters suffer from mental illness, be it schizophrenia (hearing voices), intense phobias (such as hemophobia or xenophobia), OCD, bipolar disorder (depression and mood swings), or even multiple personality disorder (having suppressed personalities take over their body). Many of these are reflected in specific Cerebral Drawbacks (pg. 56), making them accessible as player options as well. Players are encouraged to be creative when approaching this type of character concept, but not to take it too far. Mental Trauma changes the entire face of the story if their insanity becomes larger than the character themselves. When the effects of the Insanity

come on, the character can attempt to push them off with a Discipline + Empathy check. Difficulty is based on the strength of outside influence and stress levels of the character.

Pain

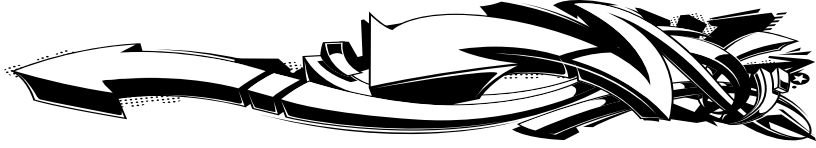
It's not always about harming someone. Sometimes, just causing pain is enough, though it usually comes with a bit of physical harm as well. This results in Pain penalties that affect the character at one-half, one-quarter and one-eighth of their total Integrity. At one-half they suffer a -2 penalty to all checks, a -4 penalty at one-quarter and -6 penalty at one-eighth. These penalties stack with any gained from being the target of Inflict Pain Actions as well.

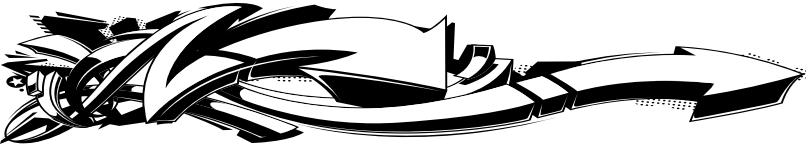
If a character ever has Pain penalties equal to their Remaining Integrity, they must also make a check against falling unconscious. The Difficulty is Simple (10), plus the total amount of damage they have taken. However, while Inflict Pain only causes temporary Pain, penalties due to loss of Integrity do not go away until the character has taken time to heal.

They can temporarily resist the effects of Pain by making a Discipline + Fortitude check (does not suffer from the Pain penalty itself). If they succeed, they may cut any Pain penalties in half for 1 Round.

Remaining Integrity	Difficulty
Resist at one-half or more	Simple (10)
Resist at one-quarter	Moderate (20)
Resist at one-eighth	Tough (30)

Example: John has been hit with an Inflict Pain Action that causes him a -4 penalty to his checks. Then he is hit again with an attack that brings him to half his Integrity, giving him another -2 penalty. Now, with a total -6 penalty to all his actions, he decides he needs to ignore them for the Round. On his Turn he makes a Discipline + Fortitude check and gets an 11, which means he only suffers a -3 for his checks for the Round.





Drugs/Poisons

Plenty of drugs and poisons exist in the world of **AMP: Year One**. These range from recreational drugs to sodium pentothal to cocaine to snake venom. Characters resist adverse effects from poisons/drugs with Fortitude. However, if the character doesn't want to resist the effects of the drugs, then they can simply waive their check and allow the drugs to run their course. There are a variety of effects poisons and drugs can cause, each one increasing the potency (Difficulty). While finding Drano in the bathroom doesn't require any skill, poisons and drugs can be crafted for specific effects by anyone with Medicine 5+.

The most basic effect of poison is to cause Brutal internal damage to the victim. Rotted food may require a Simple (10) check to avoid anywhere from 1B to 5B damage (based on how bad it was). Drinking a cocktail of various plumbing liquids may be a Tough (30) check in order to avoid a second check against instant Death as well. As a rule, the way one takes the poison or drug determines their base Difficulty.

Method	Difficulty
Inhalation	Simple (10)
Ingesting	Moderate (20)
Intravenously	Tough (30)

Difficulty then grows depending on what additional effects (and possible side effects) it can provide. Addictiveness (which may require Discipline checks to avoid going for their next hit), hallucinations (which can give up to a -4 penalty to all checks), euphoria (that zaps the motivation to do anything but feel ecstasy) or pain relief (halves Pain penalties). However, if a beneficial drug has been cut with other substances, it may easily become a poison causing internal damage to the victim.

Antidotes

Some drug and poison effects can be countered if an antidote is available. Antidotes eliminate the substance from the victim's body all together, often returning them to their normal state quickly, sometimes in as little as 1 Round. Other circumstances may require up to a week for the antidote to take effect, especially if the poison was taken intravenously. Antidotes can be created by anyone with Medicine 7+. It also requires an understanding of the drug they are eliminating, collecting the proper medicinal ingredients and often a Moderate (20) Medicine + Knowledge check.

Addiction

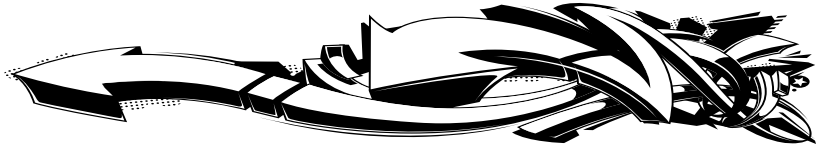
There are many drugs that, when taken, are forgotten just as quickly, but others have an addictive quality that makes them harder to shake. Each time a character takes an addictive drug, they must make a Discipline + Fortitude check to resist becoming addicted. It begins at Simple (10), but increases by 5 with each failed check that urges them to take their next hit very soon. If they get to the point where they must save against Tough (30), any positive effects associated with the drug are halved and any penalties are doubled. If they continue to take it until they reach Legendary (40), they lose all positive effects, but penalties remain doubled. Check out the Addiction Drawback for characters who begin play with this affliction.

Sample Drugs

Adrenaline Needle

Type: Intravenous, **Cost:** 3, **Addictive:** Yes (for AMPs)

A large syringe with a long needle injected right into one's heart. It's not for the squeamish and doesn't feel good going in, but it's used mostly for people who have overdosed on drugs or... for an AMP who needs a quick boost. It takes a Turn to use it, but by taking 3B damage the AMP gains a full dose of Juice,



immediately reaching their maximum. As easy as that seems, it is often difficult to get adrenaline needles without access to medical facilities or a prescription. Unlike other drugs, there is no resistance check against an adrenaline needle without use of powers.

AMPs find this drug extremely addicting, but extended use can damage their normal Juice-producing systems. Using more than one adrenaline needle per week decreases their ability to make their own Juice, lowering the character's resting Juice by 1. This can be recovered by avoiding the drug for another week, but this can be difficult if the AMP is hooked. There are some AMPs who rely entirely on adrenaline needles.

Alcohol

Type: Ingested, **Cost:** 1, **Addictive:** Yes

Drinking is a national pastime for some, but definitely takes its toll on the body. Saps often lose inhibitions and can even pass out if they drink enough. Resistance checks begin as Simple (10), but raise by 3 for each drink they take after the first. Characters under the influence of alcohol take on a cumulative -2 penalty to all checks each time they fail one of these resistance checks. If they fail a check after hitting -10, they must also make another check or pass out.

Clarity OTC

Type: Ingested, **Cost:** 2, **Addictive:** Yes

This is a prominent anti-psychotic drug that recently became an over-the-counter product. Due to its strength, customers still have to ask the pharmacists at the drugstore to grab it from behind the counter in some locations. Taking the drug automatically gives a Sap a +4 bonus to checks against Mental Trauma, almost putting them at ease despite any very real danger they might be experiencing. These drugs can become addicting for a normal person, but not for AMPs.

AMPs receive a +2 bonus (instead of +4) to Mental Trauma checks, but there are also side effects. They suffer a -6 penalty to use any

powers, which also cost +1 Juice to use. The character receives one Fortitude resistance check and only takes a -3 penalty if they succeed. There is a reason why some AMPs won't accept a drink from an enemy in many cases. Clarity is just too easy to obtain and too easy to drug someone with.

Cocaine

Type: Ingested or Inhaled, **Cost:** 3, **Addictive:** Yes

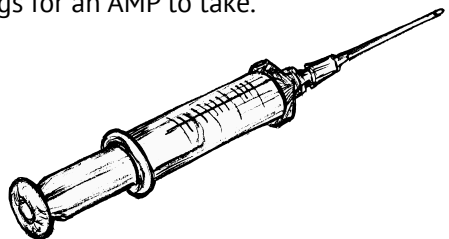
Those who take cocaine for the first time experience an increased sense of energy, an elevated mood and a slight feeling of superiority. They receive a +4 bonus against Unconsciousness and a +2 bonus against mood-lowering effects. An AMP who takes cocaine gains 1 Juice per dose, but also feels invincible, taking almost any dare and facing any foe without a moment's worry. They can make a Moderate (20) check against Mental Trauma to resist this effect, but suffer a -2 penalty per dose they took.

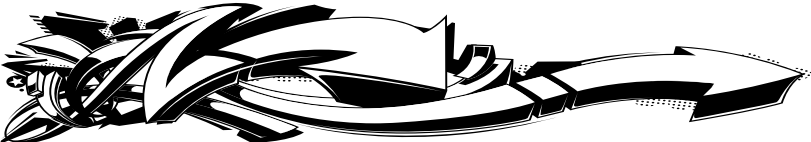
Ecstasy

Type: Ingested or Inhaled, **Cost:** 1, **Addictive:** No

This widely used party drug leaves the user feeling euphoric, often loving everything and everyone, but sometimes results in quite vivid hallucinations that can last up to an hour. A Sap can take it and have a fun night, with the side effect of forgetting some of their evening if they took too much.

An AMP, however, has a heightened response to the effects. They gain 2 Juice upon ingestion (or 1 Juice for inhalation) and then begin hallucinations that can last up to 15 - (Fortitude) hours, instead of just one hour. During these hallucinations, the AMP is highly erratic and has little to no control over their own actions. Ecstasy is easily one of the worst drugs for an AMP to take.





Heroin

Type: Injected or Inhaled, **Cost:** 2, **Addictive:** Yes

Often called “the perfect whatever drug,” Heroin has become increasingly popular on the streets. It is usually taken intravenously, but can also be huffed or freebased as well. Once taken, it creates a powerful feeling of relaxation and euphoria, to the point that most users simply lie still for hours after taking the drug. An AMP who does Heroin has their starting Juice reduced to 0, which returns at a rate of 1 for every two hours after the effects have worn off. While the effects are ongoing, they cannot gain any Juice either, simply falling into a puddle of overwhelming joy.

LSD

Type: Ingested, **Cost:** 1-2, **Addictive:** No

LSD (or lysergic acid diethylamide) is a drug used by many to affect their mind and experience visions (or hallucinations). Saps and AMPs alike get drawn into their visions, feeling like they are in a whole new world and possibly gaining insight into themselves during the process.

AMPs with psychic powers (Mindbenders and Psychs) have the added side effect of their powers continuously activating during the experience. This can mean an AMP with Visions not only sees events to come, but feels every bit of it in their body, including pain, joy and the like. An AMP with Oneiromancy may jump into others' dreams without knowing and believe them to be visions, or even bring those dreams into reality if they are powerful enough. The possibilities are endless, but it often spells bad news for those around an AMP taking the drug.

War Path

Type: Injected, **Cost:** 4, **Addictive:** Yes

Administered right into the bloodstream, the drug known as War Path is a recent addition to the illicit drug market and has made a splash. Use of the drug makes the user volatile and irritable. They have the urge to destroy everything and harm everyone around

them. A few have used this drug to have the best sexual encounters of their lives, while others use it as instant steroids that take them over entirely. Saps can lose control of themselves and may need to make Tough (30) checks against Mental Trauma to avoid lashing out and harming the source of their rage. An AMP who takes War Path gains +1 Juice any time they would normally gain Juice and enjoys a +2 bonus to use any of their powers.

Battle Example

Eloy is GMing at a local gaming convention where hundreds of people have gathered to play roleplaying and other tabletop games. He's readied all his materials (dice, notes, etc.) and brought a few pre-generated characters for his players to pick from. Three players show up, and they go through the characters to see which one they'd like to play. Ben ends his reading on Ripley (pg. 227), Gonzo picks up The Lance (pg. 220) and Kristen grabs Nymph (pg. 223). Everyone has already played **AMP: Year One** before, so there is little setup or explanation involved beforehand. Eloy decides to jump right into the action and shows them how cool combat can be.

Eloy (GM): The three of you have decided to meet for drinks. Lance and Ripley have known each other ever since he saved Ripley's life during a shootout about three months ago. Nymph is an old friend of the Lance as well, and she's in town for a modeling shoot happening later in the week.

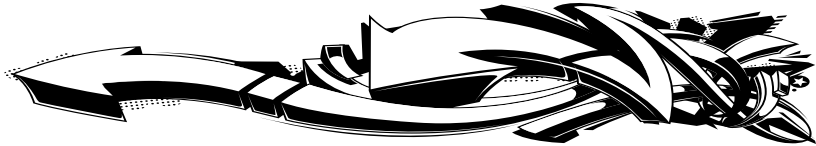
Gonzo (The Lance): To old friends getting back together!

Kristen (Nymph): Here here. So, where'd you pick up this guy, Lance?

Ben (Ripley): I don't say anything. I'm just chugging my drink.

Gonzo (The Lance): He followed me home





one night like a stray. Ha! In all honesty, he was hurt and I had to do something. Turns out, he's a pretty fun guy.

Eloy (GM): As you're drinking, you can see that some people are starting to distance themselves from you. Everyone make a Perception check for me.

Everyone rolls 1d20 and adds their Perception x1.5 to the value.

Ben (Ripley): I got 14.

Kristen (Nymph): 19.

Gonzo (The Lance): I also got 14.

Eloy (GM): Good, everyone got at least 10. You can see that a few people have taken out badges, crept into the area and seem to be setting themselves up to attack.

Gonzo (The Lance): You see that right?

Ben (Ripley): Geez. Trouble just seems to follow me everywhere, huh?

Eloy (GM): Trouble indeed. At least this doesn't count as an Ambush, since you noticed them. Everyone roll Initiative.

Round 1

Because it's the beginning of combat, Eloy hands everyone one Juice chip to signify their adrenaline pumping.

Kristen (Nymph): I rolled a 13, so I have 15 with my +2.

Ben (Ripley): I got another 15. Even with my +9, since I only rolled a 6.

Ripley and Nymph have the same Initiative total. To see who goes first between them, they compare each character's Speed Skill to see who has a higher level. Since Ripley has Speed 5 and Nymph only Speed 2, Ripley gets to act before

Nymph.

Gonzo (The Lance): Nice, with my +13 I now have a total of 29, thanks to the 16 I just rolled.

Eloy (GM): I'll roll for the police officers who get a +3 to their Initiative. They go on a 16, because I rolled 13. So, The Lance is up first.

Gonzo (The Lance): Naturally. I'm going to take a Prepare Action to take out my retractable spear and pull down my mask. Then, I'm going to attempt to incapacitate the first police officer blocking the way out. But I'm not using the pointy end of the spear, 'cause I don't want to deal Brutal damage.

Gonzo has chosen an Inflict Harm Action, so he makes a Single-Skill check using Fighting 3, making it a +4, with a +1 bonus provided by his Spear, for a total of +5 to his check. Because of taking a Prepare Action first, he suffers a -3 penalty as well. He gets a 19 on the die, giving him a 20 total.

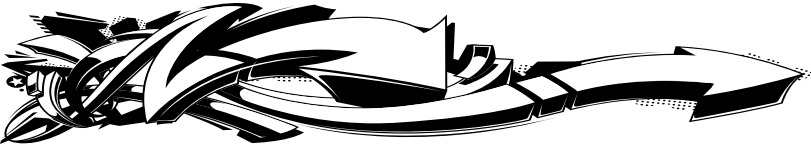
Eloy (GM): The police officer and any others you notice appear to be off-duty, undercover or otherwise in civilian clothes. He attempts to Dodge to avoid a hit.

A Dodge uses the Police Officer's Athletics 3 + Speed 0. Eloy makes the check for the NPC and gets a 6, for a 9 total. That means The Lance rolled 11 higher than the officer and thus succeeded in hitting him, while Boosting twice as well. Damage is equal to 2 (Base) + 3 (Spear) + 2 (Boosts). As the officer only has Integrity 11, the Lance dealt more than half his Integrity in damage, so Eloy deems him Knocked Out.

Eloy (GM): You stroll over to the officer and very quickly conk him on the forehead, just enough to knock him out.

Gonzo (The Lance): I even grab him and ease him to the ground so he's not hurt by the thud.





Eloy (GM): Aw, that's nice of you. Well, his friends get to go next and your act of kindness doesn't appear to be making any difference. Two of the officers move forward, each going to attack Nymph and Ripley. The third takes his Turn to radio for backup, after seeing one of his friends taken down so fast.

The first takes out a billy club and swings it at Nymph.

Kristen (Nymph): I'm Dodging as well.

As the GM, Eloy takes control of the cops. Police Officers (pg. 201) have Fighting 3, giving them a +4 bonus to their Inflict Harm Action, and another +1 bonus for the weapon. He rolls a 6 for a total of 11 to hit Nymph. Kristen sees that Nymph has Athletics 3 and Speed 2, giving her a +5 to her check as well. She rolls a 5, giving her a 10 total, which means the officer rolled 1 more than she did, so he deals damage normally (no Boosts). That's 2 damage (base) + 2 damage (weapon), for a total of 4 damage dealt. Kristen marks 4 damage on her Integrity tracker.

Eloy (GM): The officer seems to be attacking without regard for who you are or just doesn't know. You would have Dodged the attack nimbly, but were too close to the bar to maneuver quite right.

Now the second officer attacks Ripley, again swinging his billy club.

Ben (Ripley): Ten bucks says he doesn't touch me. Activating my Evasion Power and Dodging.

Eloy rolls the officers attack with the same +5 bonus and gets a total of 16 after rolling an 11. Ben smiles and hands Eloy one Juice chip, which adds a +2 bonus to all his Reactions for the length of the Battle, and hands him another to add that +2 bonus to all Actions as well. Ben then makes his Dodge check with Athletics 5 and Speed 5, giving him a total of +12 to his check. Even though he only rolls a 2 on his die, he still gets a 14 total, which is enough to avoid the hit.

Eloy (GM): The officer didn't even get close and his club bangs into the bar behind Ripley,

spreading glass all over the place from the smashed shot glasses. It's your turn, Ben. What does Ripley do now?

Ben (Ripley): Oh, man! He's not going to draw his gun, but he is going to grab a shot glass and throw it at the one calling for backup. As a matter of fact, I want to hit the walkie to break it.

Eloy (GM): Awesome move, but it won't be easy.

Ben uses his Athletics 5 + Marksmanship 7 with the +2 bonus provided by his Evasion Power to make his check, for a total Skill bonus of +14. Since he is grabbing a glass, he would normally suffer a -3 penalty for taking a Prepare Action first, but Ripley has the Quickdraw Gift that removes this penalty. Eloy determines the walkie is about the size of a hand, meaning there is a -6 penalty to hitting that small of a target, reducing Ben's bonus to only a +8. He rolls 1d20 and gets 14, for a total of 22. Eloy makes a Dodge roll for the officer with a +3 and gets an 11 for a total of 14, meaning Ben was successful and Boosted once.

Eloy (GM): The shot glass flies across the room and hits the walkie at just the right angle to not only disable it, but it also makes a loud screech in the officer's ear. The next attack on that particular officer receives a +3 bonus. Good job!

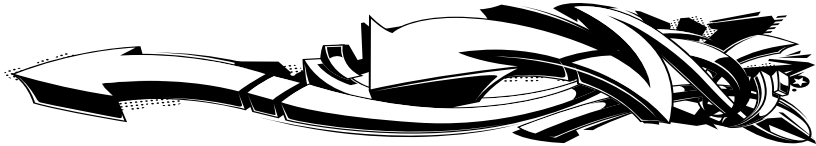
Ben (Ripley): Of course!

Kristen (Nymph): It's my turn now, so I'm going to activate my Like a Rose Trick.

Kristen hands Eloy one Juice chip, but her Power requires no roll.

Eloy (GM): Great idea! Anyone looking in Nymph's direction sees her skin gain a greenish hue to it and thorns and vines start growing all over her body. She's in good combat form now. That actually ends the first Round of combat, so now we reroll Initiative!





Round 2

Kristen (Nymph): I rolled a 19 for a total of 21! All right!

Ben (Ripley): My roll of 10 and my +9 make it 19 total.

Gonzo (The Lance): I got a 7, giving me a 20 total.

Eloy (GM): Wow! All of you so close. And I rolled a 2 for the officers, giving them a total of 5. So, they're obviously going last. Nymph is up now though! Go!

Kristen (Nymph): I'm going to glare at the officer menacingly and say, "You messed with the wrong person today" while I attack with my thorny arms.

Eloy (GM): The officer freaks out and tries to back up out of the way.

Making an Inflict Harm check, Kristen uses Nymph's Fighting 3, for a +4 bonus. She rolls a Natural 20 on her 1d20, meaning an automatic success and a total of 24. Eloy rolls the officer's Dodge +3 and gets a 6, for total of 9. This means, Kristen hits and Boosts three times, dealing 2 damage (Base) + 1B damage (Thorns) + 2 damage (Nat 20) + 3 damage (Boosts), for a total of 8B damage. Because of the Natural 20, Eloy hands Kristen a Juice chip as well, because her blood is pumping something fierce.

Eloy (GM): Crap! Nymph slices open the officer's chest with her thorns, further giving them reason to fear for their lives. The Lance is up next Gonzo.

Gonzo (The Lance): Well, I was going to get rid of the radio officer, but now there's a wounded person on the ground in front of Nymph. I gotta save him. I'm kneeling down to the officer and using my Healing Power.

Gonzo hands Eloy one Juice chip to use Healing and makes a Healing 4 + Medicine 5 check in hopes of making sure the officer doesn't bleed

out and die on the bar floor. He rolls 1d20 and gets 14, for a total of 23. The Healing Power replenishes 2 Integrity, +1 per Boost over a Simple (10) Difficulty, meaning the Lance is successful in healing 4 Integrity to the officer. Since he was hurt so badly in the first place, Eloy determines the officer lies there in shock, but will probably be ok.

Ben (Ripley): Ok, so I have two officers to get rid of? I'm going to duck down and slip onto the floor, sliding on my back as I find two hanging lights to fire on so they drop on the two officers' heads.

Eloy (GM): That's going to count as three actions, but I'll give you a +2 Description bonus, cause this is just gonna be cool.

Ben is splitting his Action (he marks 1 damage on his Integrity tracker) into three separate actions: One for Moving, one for firing at one target and then a third to fire at the other target. This gives him a -6 penalty to each of those Actions. Ben's first Action to slide doesn't require a roll. Again, he rolls with a +14 bonus in the current Battle, so has a total bonus of +10 to both rolls with +2 Eloy granted him. He rolls a 12 and a 5 for totals of 22 and 15, respectively.

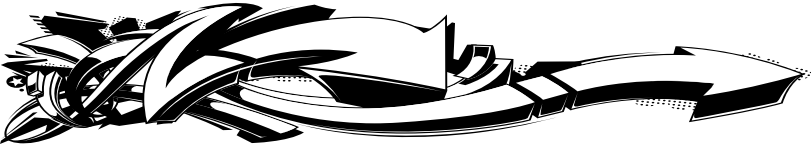
Eloy (GM): 15 was the magic number! Ripley slides along the floor and fires on one hanging light that smashes into the officer who tried to attack him before. He also fires on one of those singing trouts, which is heavier than you might think, and that drops on the other officer's head as well. Both of them are knocked out cold.

Gonzo (The Lance): Can we get the hell out of here? Who knows if there are more on the way.

Kristen (Nymph): They attacked us in public though, which means they must know who we are.

Ben (Ripley): Oh, they'll know exactly who we are before this is all over.





Chapter Five: Put To The Test

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Every story needs conflict. The characters in a story need others to challenge and oppose them. While players take on the roles of their individual characters, the GM portrays everyone else they encounter in the world. These other characters are NPCs (Non-Player Characters). This includes everyone from the government agent tracking the group to the girl selling them bagels while they are on stakeout or the cougar stalking them through the jungle. If done correctly, NPCs add depth and personality to any story. For more on crafting great NPCs, check pg. 242.

This section focuses specifically on NPCs who represent a threat to the characters as they go on their adventures. Descriptions are left purposely generic, giving the GM room to customize these NPCs to suit their story. Some have certain bonuses based on their concepts.

Optional Antagonist Rules

Fodder

If at any time the GM wishes to give the characters a weaker, more easily beatable enemy, they can enact the Fodder rule and reduce them to the stats of Average People (pg. 201). They may also simply rule that a successful Inflict Harm Action takes out the target in question, due to either luck or the difference in skill level between the character and the Fodder.

Boost Variations

The GM, if they feel they want to make the NPCs stronger or weaker, can easily do so by raising or lowering the Boost (pg. 166) on an antagonist's checks. For particularly weaker opponents, they may only get +1 damage for every 6 or 7 they roll over their opponent. A strong warrior may get a bonus for every 4 or even 3 over their Difficulty, making them terribly dangerous.

Antagonist Format

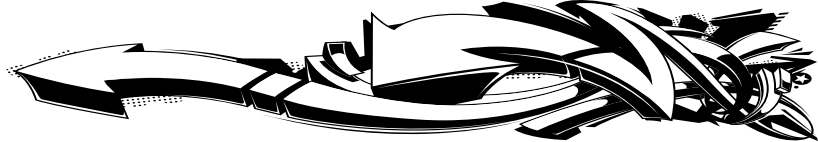
- › **Description:** Short description of the antagonist, including appearance, motivations and personalities.
- › **Integrity:** Their total Integrity value.
- › **Loyalties:** Antagonists (except for animals) have Loyalties as well, which work the same as for characters (pg. 39).
- › **Skills:** List of important Skills known.
- › **Combat:** Bonuses to Initiative, Movement, AR, and any weapons common to the antagonist. See pg. 183 for info on Weapons.
- › **Other Notes:** GM notes, special attacks or equipment.

Animal Threats

Though not a constant threat to AMPs, certain kinds of animals can come into play as pets, wilderness dangers, animals to control with Leash (pg. 112) and beasts to transform into using powers like Shapeshifting or Chimera.

Animals like housecats, mice, turtles or





snakes have very little Integrity to withstand hard blows, so these small types aren't listed with full stats. On the other hand, cats have quite impressive jumps and scratches, snakes can deliver enough venom to incapacitate attackers (pg. 192) and mice can get into small openings.

Bears (Fear 15)

Not only are bears large, but they are also fast and extremely deadly. They inhabit almost every environment, from polar bears in the snow to sun bears in the rainforest. They are symbols of strength and wisdom in many cultures.

Integrity: 20

Skills: Athletics 3, Fighting 2, Fortitude 6, Intimidation 6, Might 6, Speed 4, Survival 3

Combat: Initiative +6, Movement 12, AR 1/1, Claws or Bite deal +3B damage

Other Notes: Bears have both jaws and claws with which to maul their targets. Pretending to be dead causes a bear to ignore the target, but this is a preemptive move. If they are already in battle with the beast, there's no getting out of it.

Birds of Prey

While birds of prey don't necessarily threaten or provoke humanity on a daily basis, they do know how to defend themselves if attacked. This covers larger or more dangerous birds like ravens, vultures and hawks, all of which usually attack in flocks in order to increase their chances of survival. They are great for scouting ahead or pecking at a target to distract them.

Integrity: 4

Skills: Athletics 5, Perception 5, Speed 10, Stealth 3, Survival 4

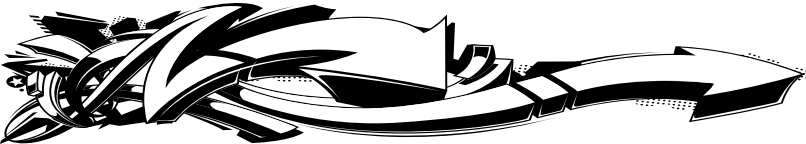
Combat: Initiative +7, Movement 20, Peck and Claw deal +0B

Other Notes: Though birds deal little damage, their attacks are enough of a distraction to cause a Feint/Distract (pg. 174) bonus for their owner or Pain penalties if they successfully scratch or peck at their opponent's face.

Canines

Whether they are dogs or wolves, canines are a part of everyday life for a lot of people. They are fast, ferocious and loyal to their owners or their pack. They come in a variety of colors and breeds, and just like other animals, immediate danger and hunger are significant motivators. However, their owners, who





they want to please, can also command them.

Integrity: 5

Skills: Athletics 4, Fighting 3, Intimidation 3, Intuition 3, Might 3, Stealth 3, Speed 2, Survival 4 (Tracking)

Combat: Initiative +5, Movement 11, Bite deals +1B

Other Notes: Canines are known for their bite and hold attack style. A successful Bite can automatically change into a Grab, at the GM's discretion.

Horses

While they were once found in the wild, most horses today are domesticated, used primarily as a mode of transport for humans. Other breeds include stock horses for farming, racing horses for sport or saddle horses just for show. They are tough and fast, though, making them great companions.

Integrity: 15

Spirits

Depending on the direction the story takes, characters may interact with spirits. They are invisible creatures, ghosts of the dead or maybe spirits from other dimensions, but it's not very clear even to those in the know. A powerful spirit can become a poltergeist and mimic the Telekinesis power to move things around and attack people with chairs or by dropping objects on them. Spirits are like Average People though, little to no threat without an AMP with Mediumship (pg. 130) empowering them. These AMPs can bring them into existence, use them as weapons and even devour them.

GMs should think about whether they want their story to take a more spiritual or metaphysical turn while helping the players make their characters. It can add a fun element to the game, but also takes things out of the strictly scientific realm of reality and into something possibly magical.

Skills: Athletics 6, Fighting 2, Fortitude 5, Speed 6, Stealth 3, Survival 3

Combat: Initiative +6, Movement 22, AR 2/0, Back Kick deals +3 damage, Front stomp +1 damage

Other Notes: Horses receive double the normal Rush (pg. 175) bonus to attack and damage, due to their ability to trample. Likewise, a horse's back kick automatically causes a Knock Back (pg. 174).

Large Cats (Fear 13)

From the roaring lions of Africa to the ferocious tigers of Asia, large cats are feared worldwide. They inhabit forests and jungles in the wild or in several zoos around the country. Armed with deadly claws, sharp fangs and a cunning instinct, these animals stalk their prey relentlessly before striking.

Integrity: 14

Skills: Athletics 5, Fighting 4, Intimidation 5, Intuition 2, Speed 4, Stealth 4, Survival 5

Combat: Initiative +6, Movement 18, Claws and Bite deal +2B damage

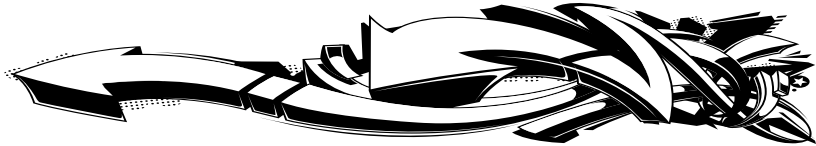
Other Notes: Large cats may attack and perform a Tackle with the same action at no penalty. They also cause a cumulative -1 Pain penalty per swipe of their claws to victims.

Saps

(Mundane Threats)

Even AMPs with all their potential for power and the ability to crush obstacles in their way can crumble if faced with a determined human (called Saps by most AMPs). Just because they don't have powers, however, doesn't mean Saps are pushovers. One human vs. one AMP usually goes to the AMP, but ten humans, fifty humans, or even one hundred humans is another story entirely. Mobs have a reputation for a reason, especially if they are all carrying deadly weapons.





Average People

There are over seven billion people on Earth, with more being born every day. While some of these have evolved into AMPs and others go on to be people who revolutionize the world, most of them are just everyday people trying to get through their day and live a happy life. These people account for the bartenders, shop-owners, taxi-drivers and a thousand other people characters may encounter. Few of them are combat-trained, but they can fight back if pushed into a corner, especially if others back them. Motivations range from love to wealth to comfort, but with so many people, no two are truly alike.

Integrity: 7, **Loyalties:** Self 3, One other 2

Skills: One Skill at +3, All others at +1

Combat: Initiative +4, Movement 6

Police Officers

Even AMPs have to follow the law, and that's where the police come into play. They attempt to bring about peace and are not unlike those AMPs who choose to become heroes, yet they often end up in the crossfire as AMPs battle around them. Some are fit and ready for action, while others are veterans with a little weight on them, but all are trained to take on threats in their own way. Some police are corrupt and others are under the sway of Typhoon, but the majority of them are out there trying to make their homes and communities safer.

Integrity: 11, **Loyalties:** Community 2, Justice 2, Love 1

Skills: Athletics 3, Beast Handling 2, Discipline 2, Fighting 3, Fortitude 3, Intuition 3, Marksmanship 5, Perception 3, Persuasion 2, Travel 2

Combat: Initiative +3, Movement 8, AR 1/3 if wearing a vest, Nightstick (Mace stats), Light Pistol, Shotgun

Other Notes: Through rigorous training, police officers receive a +4 bonus when using a Take Aim Action (instead of +3) and gain a +2 bonus to Grab Actions to pin their opponent.

Criminal (Small Time)

A small time criminal is one without much training, in a lower position in whatever organization they happen to belong. They are often hired muscle, thugs and other lackeys sent to do the jobs the big time criminals don't want. They are often tougher than other people and usually driven by money, revenge or just the need to break some bones. Few of them are very nice people.

Integrity: 14, **Loyalties:** Community 1, Comrades 2, Self 2

Skills: Athletics 4, Deception 2, Discipline 2, Fighting 3, Fortitude 4, Intimidation 4, Marksmanship 3, Might 2, Stealth 2, Travel 2

Combat: Initiative +0, Movement 9, AR 1/0, Baseball Bat, Brass Knuckles, Knife, Heavy Revolver, SMG (Small)

Other Notes: Thugs are used to taking every advantage they can in combat and enjoy a double bonus from Cover (pg. 179).

Criminal (Big Time)

Big time criminals include NPCs such as crime bosses, gangsters and spies/cat burglars. Many times, they move into a town, take it over using money and influence and then leave it in the caring hands of a subordinate so they can do it again in another town. Other times, they hire their services out to the highest bidder and watch the money roll in. Their motivations are usually money and power on a large scale. As soon as they enter "the life" it is difficult to leave.

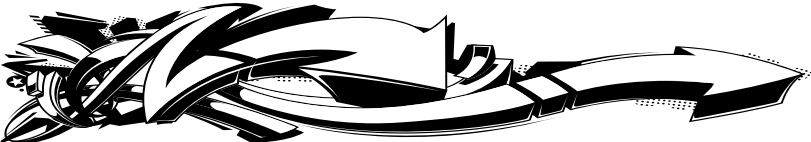
Integrity: 10, **Loyalties:** Truth 2, Comrades 1, Perfection 1, Self 1

Skills: Deception 5, Discipline 4, Empathy 3, Intimidation 4, Intuition 3, Knowledge 4, Stealth 3, Technology 2

Combat: Initiative +3, Movement 5, Light Revolver, Rifle, Machine Gun,

Other Notes: Big Time criminals have two things that make them worthy adversaries. First is their ability to lie to gain favors from others, giving them the Connections Gift within at least two different fields (media and police being favorites). They also have at least Wealth 4, giving them the ability to buy almost anything they need.





Government Threats

Filled with highly-skilled soldiers and specially-trained agents, Government Threats represent a higher level of danger for AMPs. This is especially true for new AMPs who may not have fully mastered their powers to defend themselves. Luckily, these antagonists usually seek to capture an AMP instead of outright eliminating them, though this is only a small comfort.

Soldiers

The brave men and women who serve in the military are some of the best-trained individuals in the world. Some are talented computer techs or diplomats, while others are expert ground fighters or pilots. They receive orders from on high and follow through to the best of their ability and according to their own conscience. While there are a few bad apples in the bunch who join just to cause destruction in other countries, the vast majority of soldiers put on the uniform to protect their fellow man.

Integrity: 15, **Loyalties:** Humanity 2, Comrades 2, Community 1, Love 1

Skills: Choose one focus (Fighting 6, Knowledge 6, Medicine 6, Technology 6 or Travel 6), All others at +4

Combat: Initiative +7, Movement 13, AR 3/2, Knife, Heavy Pistol, Machine Gun

Other Notes: Soldiers fight as a team and receive a +1 bonus for each other allied Soldier to all combat checks for the Battle.

Commander

While a military Commander doesn't necessarily fight on the frontline, they are beings of strategy and execution. Commanders are already fairly high on the military totem pole with several soldiers at their beck and call, and all they have to do is say the word and people die. Some stay back and let their underlings do all the heavy lifting, while others are more than happy to join the fray and take on the enemy beside their troops. The latter are the kind opponents should really fear.

Integrity: 12, **Loyalties:** Comrades 2, Human-

ity 2, Perfection 1, Self 1

Skills: Athletics 2, Crafts 3, Discipline 5, Empathy 2, Fighting 4, Fortitude 2, Intimidation 5, Intuition 3, Knowledge 4, Marksmanship 5, Medicine 3, Might 2, Perception 4, Survival 4

Combat: Initiative +5, Movement 7, AR 2/2, Heavy Pistol, Bullhorn

Other Notes: When a Commander enters the battle, they can hold back and issue orders instead of attacking, granting a +3 bonus to all combat checks for their soldiers.

Men in Black

The secretive Men in Black are special agents used to locate suspicious persons, such as terrorists or (most recently) people with superpowers. They are named for their requisite black suit with black tie and sunglasses, making them as nondescript as possible. They have their orders to find AMPs and many of them are equipped to take them down and then call in a crew to pick up the specimen. They are rarely found alone, usually traveling in groups of two (one close fighter and one ranged) or four (two of each) depending on the threat their target presents.

Integrity: 14, **Loyalties:** Justice 2, Truth 2, Humanity 2

Skills (Close): Athletics 3, Crafts 2, Deception 5, Discipline 3, Empathy 3, Fighting 6, Fortitude 3, Intimidation 4, Intuition 4, Knowledge 4, Marksmanship 2, Might 4, Perception 2, Speed 4, Stealth 5, Technology 3

Combat (Close): Initiative +8, Movement 12, AR 3/1, Any close combat weapon, Light Pistol

Skills (Ranged): Athletics 3, Deception 3, Discipline 5, Empathy 3, Fighting 2, Fortitude 2, Intimidation 3, Intuition 5, Knowledge 5, Marksmanship 6, Medicine 4, Might 2, Perception 4, Speed 4, Stealth 3, Travel 4

Combat (Ranged): Initiative +9, Movement 12, AR 1/3, Knife, Any ranged weapon (they love rifles)

Other Notes: Due to their highly trained minds, they receive a +5 bonus to resist any type of Mental Trauma effects.



Anthem

Annabelle Morris began as a groupie of her favorite band, Choir of Angels, following them around from town to town and singing along with all her favorite songs. It wasn't long before she began learning to play the guitar in an effort to achieve her own personal dream of being a rock star. Her band, Bleeding Roses, took off quickly and began playing the local scene. Her career came to a quick head at her fourth show, when her powers activated and she blew the speakers, deafening at least three patrons permanently. The authorities attributed the accident to a speaker malfunction, but Annabelle also didn't book any more gigs after that night.

Falling into a state of depression over having to learn how to speak without blowing people through a wall, she turned to other things besides music to make her feel alive. Namely, she began stealing from shops, just daring security to catch her. Even as she continues to master her voice (to a degree) with the help of an AMP support group, she still thrills in her klepto ways. Finding out she could also make clones of herself helps to keep it up, using them to distract guards and confuse the situation entirely.

Under the name Anthem, she has begun playing music again, mostly to AMP gatherings who know what to expect from a performer like her. She's her own band now and hopes to reach at least some level of stardom one day.



Sap Name: Annabelle Morris

Affiliation: Unaffiliated

Strain: Blaster

Integrity: 12, **Juice:** 3

Loyalties: Comrades 4, Humanity 1, Justice 2, Perfection 1, Self 2

Skills: Athletics 2, Deception 2, Discipline 2, Empathy 2, Fighting 2, Fortitude 2, Intimidation 3, Intuition 2, Marksmanship 4, Might 1, Perception 3, Performance 5, Persuasion 3, Speed 2, Stealth 4, Survival 2, Technology 2, Travel 3

Primary Power: Bolt (Sound) 4

Augments: Shove (E2), Disorient (E1)

Secondary Power: Duplication 2

Augments: Empathic Link (E2)

Gifts: Connections (3 - Music Scene), Fast Acting (2), Quick Healing (4), Wealth (3)

Drawbacks: Klepto (2), Emotional Link - Bolt (3)

Other: Initiative +8, Movement 9, Strength +3, Carry/Lift 75/150

Arbiter

The world of the supernatural is nothing new to Felicity, who has served as a psychic counselor to the stars for the last twenty years. She's appeared on a variety of daytime talk shows and even booked walk-ons with a few network TV shows as well. Being a household name never bothered her, since she had fun and provided a valuable service to her clients. Unlike many other psychics, Felicity's abilities were in fact a reflection of powers she didn't even realize she had: the ability to read minds and affect emotions.

After wrapping on her latest DVD infomercial for a series of psychic celebrity specials, Felicity found herself approached by a small woman with a country accent calling herself Critter. Joining the Seekers of Enlightenment, she took the name Arbiter and found that in this new culture of fear and seclusion, they needed her services even more. Using her counseling experience, Arbiter was instrumental in bringing special AMPs into the organization and calming many arguments that could have erupted into citywide destruction.

Her personal life hasn't changed much since the realization of her powers. Felicity Burrows is still well known in the media, despite a recent backlash against psychics in general, and she continues to serve the people with her special gifts, making a good living in the process. As her involvement increased with the Seekers, she has pulled back from the spotlight to better focus on the AMPs who truly need her.



Sap Name: Felicity Burrows

Affiliation: Seekers of Enlightenment

Strain: Mindbender

Integrity: 14, **Juice:** 3

Loyalties: Comrades 4, Humanity 2, Perfection 2, Truth 2

Skills: Deception 6, Discipline 5, Empathy 3, Fortitude 4, Intuition 5, Knowledge 3, Medicine 4, Perception 4, Persuasion 6, Technology 3

Primary Power: Telepathy 4

Augments: Read Minds (T1), Synched Languages (E0)

Secondary Power: Heartstrings 2

Augments: Opposite Reaction (T1)

Gifts: Stable Psyche (4), Fame (2), Connections (Psychics)

Drawbacks: Not a Fighter (4)

Other: Initiative +5, Movement 5, Strength +0, Carry/Lift 50/100

Bombadil

Before becoming an AMP, Joe Jonas was an aspiring physician. He did well on tests, but when it came time for the labs everything went wrong. His growing powers made all of the medical machinery hate him and ultimately washed him out of medical school, as nothing he touched worked. Joe continued to study and learned to use his AMP skills to help create new medicines, moving to a secluded wooded estate where he grows his favorite plants (the more exotic ones are in his greenhouse) in hopes of finding cures of ailments unthought of yet. He is very comfortable in natural surroundings where the trees and shrubs seem almost to work with him as he moves.

Between his difficulty using computers and some effort on his part, there isn't very much to find about him on the web. His powers have allowed him to limit his need to visit the city for things essential for others (food, water, etc.), and he has become a hermit for all intents and purposes. Any time his home has been found, he welcomes the visitors in, offers them tea and asks them their purpose. If they are there to harm him or his plants (and he'll know because he talks to his plants quite often), their tea just so happens to be poisoned. If they are friendly, then they get to experience the strangeness that is Bombadil.



Sap Name: Joe Jonas

Affiliation: Unaffiliated

Strain: Elemental

Integrity: 14, **Juice:** 3

Loyalties: Community 3, Comrades 2, Humanity 2, Justice 1, Perfection 2, Self 2

Skills: Athletics 2, Crafts 4 (Flower Arrangement), Discipline 2, Fortitude 4, Knowledge 4 (Herbs), Medicine 5, Persuasion 3, Speed 4, Stealth 5, Survival 4

Primary Power: Plant 4

Augments: Borne Fruit (E1), Mutate Plant (E2), Hiding Place (T1), Root Network (T3)

Secondary Power: Earth 2

Augments: Burrowing (E1)

Tertiary Power: Biomorph 2

Augments: Self-nourished (E0)

Gifts: Library (1- Plants and Medicine), Graceful (2), Untraceable (1), Hideout (5- Size 3, Workshop 2)

Drawbacks: Lifesaver (3), Side Effect- Technology Bad (4)

Other: Initiative +4, Movement 11, Strength +2, Carry/Lift 50/100

Breezy

It's crazy how a wrong turn can change one's life. While away on a skiing trip at Whistler Blackcomb, just a short trip north from her home in Vancouver, Rosalie and her friends enjoyed the snowy heights and gossip just like any other day. However, while drifting down the steep inclines, she lost control, turned right instead of left on the path... and flew off a cliff that would have left anyone else dead. Rosalie closed her eyes and awaited her sudden and painful fall, but after a few minutes realized she was not falling. Opening her eyes, she was flying over the mountaintops; and she just laughed.

Near-death experiences have a way of mellowing out a person's attitude toward life. No longer were rumors or squabbles all that important to Rosalie. Her pleasant and spirited personality gained her the name Breezy as she started hitting the AMP circuit, meeting new people and loving every minute she continued to breathe. The Seekers of Enlightenment even invited her to travel to the US to be an instructor at their School for the Gifted, meaning her smile would be the first thing many young AMPs would see. She couldn't pass up that opportunity.

The school has been attacked and her life (and the lives of the students) has been placed in danger time and time again, but her abilities make it easy to protect them. People ask her how she smiles through it all, and her only answer is "Because every day is a gift."



Sap Name: Rosalie Martin

Affiliation: Seekers of Enlightenment

Strain: Elemental

Integrity: 10, **Juice:** 3

Loyalties: Community 2, Comrades 2, Love 3, Self 1, Truth 2

Skills: Athletics 3, Discipline 3, Empathy 4, Intuition 3, Knowledge 3, Medicine 5, Perception 4, Performance 3, Persuasion 4, Speed 4, Survival 4, Travel 2

Primary Power: Air 6

Augments: Glide (E1), On the Air (T1), Wind Defense (T1)

Gifts: Attractive (2), Stable Psyche (3), Linguist (2 - French, Mandarin), Defensive (3)

Drawbacks: Side Effect- Technology Bad (4), Shy (3)

Other: Initiative +7, Movement 12 (22), Strength +3, Carry/Lift 50/100

Carver

Deep in his labs, Paul Lyell worked to prove his theory of the evolution of humankind into some other form. He had seen traces of genetic code from a multitude of patients and even tested it against his own blood to see the catalyst resided within himself as well. Paul was determined to awaken something inside himself and did so with flying colors... his arms mutated into a monstrous form, huge and grotesque enough to make him seem inhuman. He fainted at the very sight.

Awaking suddenly, he instinctually lashed out at the figure before him, who ended up being his research assistant. She bled out on the floor and Paul panicked, grabbing what little of his research he could with his unwieldy hands, and went into hiding. Sadly, he had no working knowledge on how to successfully evade the law, and knew it was only a matter of time before they linked the murder to him. His name and face were soon plastered all over TV, calling him the Carver, and he would have panicked again if Conduit hadn't found him and invited him into the Changelings hidden lair.

Carver's days and nights were spent in his make-shift lab from then on, in an attempt to reverse the effects on himself and any other Changeling who would be interested. To date he has been unsuccessful, but he makes more progress with each passing day.



Sap Name: Paul Lyell

Affiliation: Changelings

Strain: Feral

Integrity: 12, **Juice:** 3

Loyalties: Justice 3, Love 3, Perfection 2, Truth 2

Skills: Athletics 3, Beast Handling 2, Crafts 3, Discipline 3, Empathy 2, Fighting 4, Fortitude 2, Intimidation 2, Intuition 2, Knowledge 5 (+4), Might 3, Medicine 3, Perception 2, Speed 4, Stealth 0 (+3), Technology 5 (+4)

Primary Power: Claws 4

Augments: Sword-Like (E1), Ripping (E1)

Secondary Power: Brainiac 2

Augments: Mathematics (E0)

Gifts: Library (3 - Science), Untraceable (1), Strong Psyche (3), Hideout (3 - Workshop 3)

Drawbacks: Big Mouth (2), Continuous Power (2)

Other: Initiative +6, Movement 12, Strength +6, Carry/Lift 125/250

Charon

Nothing ever really went right for Willy Sato. A favorite target for being picked on through most of school, he eventually had to drop out due to his anti-social behavior. He left home at 17 and began living in one-bedroom apartments with six or seven other people. He got a crap job serving donuts to overweight people who should have known better; and all the while Willy wished for something else. Then his car crashed.

When he awoke, he was the lone survivor, as his two friends in the back and passenger seats died in the crash. He also looked out of the busted windshield and saw his severed arm, lying on a now-bloody bench. In shock and without a word he walked over to his arm, picked it up and walked away. After a while, he noticed his steps became lighter, his cuts healed and his arm even began to grow back.

Of course, his two friends were also following him.

Willy had discovered he could survive almost any kind of terrible fate he could dish out to his body, but he became haunted by ghosts as well. Such a fate seemed like just one more crappy thing to throw on top of Willy, but he turned it around and began helping ghosts to move on to the other side. He even picked up the name Charon, after the Greek spirit who guided ghosts to the land of the dead.



Sap Name: Willy Sato

Affiliation: Changelings

Strain: Bulk

Integrity: 18, **Juice:** 3

Loyalties: Community 2, Justice 2, Perfection 2, Self 2, Truth 2

Skills: Athletics 3, Discipline 3, Empathy 2, Fighting 3, Fortitude 5, Intuition 3, Knowledge 4, Marksmanship 3, Perception 3, Performance 2, Persuasion 3, Stealth 4 (+3), Survival 3, Technology 2

Primary Power: Regeneration 4

Augments: Healing Factor (E1), Regrow Limb (T2 or 3)

Secondary Power: Mediumship 2

Augments: Know Spirit (E0)

Gifts: Rank (2 - Changelings), Linguist (1 - Japanese), Fearless 2, Tough (3), Hideout (3 - Defenses 2, Size 1)

Drawbacks: Weak-Willed (2), Animal Beacon (2)

Other: Initiative +3, Movement 8, Strength +3, Carry/Lift 50/100

Chrome

Erin always had to be strong. It was never in her nature to conform, whether to society's ideas of what a woman should be or to her parent's expectations of what her life was to become. She never settled, working various jobs - a call center, a moving company, then a daycare - but nothing ever touched her the same way she felt at the gym. When one of her trainers suggested she actually jump into the ring and fight for cash, it was an opportunity she couldn't pass up. To date, she's only had one loss... on the night everything changed.

Walking home, she saw a mugger attacking a woman quite reluctant to give up her valuables. Erin moved in between of them right as the mugger pulled the trigger and, miraculously, the bullet bounced off of her skin. In total shock at the metallic sheen Erin's skin had taken on, neither of the women saw where the mugger went off to, but they looked at each other and knew they were instantly connected. It wasn't long before they fell in love.

Erin has met a few AMPs from time to time, always introducing herself as Chrome and re-

fusing to join any organized groups. She prefers the rough and tumble of going it alone, though she tends to jump into trouble when it presents itself. Her winning streak continues on the streets, fighting for what's right and for the win, and knowing she has Amelia to go home to when she's done.



Sap Name: Erin McCormick

Affiliation: Unaffiliated

Strain: Elemental

Integrity: 22, **Juice:** 3

Loyalties: Humanity 2, Justice 2, Love 2, Perfection 2, Truth 2

Skills: Athletics 5, Beast Handling 2, Crafts 2, Discipline 2, Empathy 2, Fighting 5 (Boxing), Fortitude 5, Might 5, Medicine 2, Persuasion 3, Speed 3, Survival 3

Primary Power: Metal 4

Augments: Magnetized (E1), Bullet Shield (T2, +1 Reflect)

Secondary Power: Invulnerability 4

Augments: Punch-Proof (E0), Blade-Proof (E0)

Gifts: Natural Warrior (4), Body Builder (2), Pain Resistant (4), Tough (2)

Drawbacks: Bloodthirsty

Other: Initiative +3, Movement 13, Strength +10, Carry/Lift 175/350

Citizen Arcane

There are a lot of mysteries in the world, and they are all waiting to be uncovered by someone. Magicians are known for their ability to bend reality, as reality is largely made up of what people collectively see, hear and feel. No one knows this better than Ken Thronberry, who has toured the nation as a star magician, working Vegas and casinos all over the country under the name Citizen Arcane. He even had his own Twilight Zone-type show called The Mysterious and Arcane, in which he uncovered strange coincidences and revealed secrets the world never knew about. Sadly, it was cancelled after a few episodes did poorly in the ratings, but the lessons of such an experience were not lost.

Right before one of his Vegas performances, he learned what all of his reality mumbo-jumbo was leading up to... the ability to manipulate reality itself. His illusions allow him to hack perception itself, which led to him throwing out his entire show and replacing it with him, a stage and his new power. His name in lights grew larger and larger as he filled the seats by performing feats no other magician could reproduce. The secrets of his magic are strictly guarded. Ken looks forward to becoming a household name. Well, he and his pet squirrel Wanda, who helps with some of his most fun displays.



Sap Name: Kenneth Thronberry

Affiliation: Unaffiliated

Strain: Mindbender

Integrity: 10, **Juice:** 3

Loyalties: Community 3, Humanity 2, Truth 5

Skills: Athletics 2, Beast Handling 2, Crafts 3, Deception 4, Discipline 5, Intuition 3, Knowledge 3, Marksmanship 4, Perception 3, Performance 4, Persuasion 2, Speed 5, Stealth 3

Primary Power: Illusions 4

Augments: Sounds (E0), Touch (E1)

Secondary Power: Leash 2

Augments: Commands (E0, +1 per step)

Gifts: Defensive (3), Haggler (2), Fame (2), Wealth (3)

Drawbacks: Paranoia (3)

Other: Initiative +8, Movement 12, Strength +2, Carry/Lift 50/100

Conduit

Jeff was a jock all through high school, always the bully and never without some sort of delinquent fun to be had. One day when making out with his girlfriend, his touch suddenly drained her of her life force, putting her into a coma. Jeff ran away shortly after, seeking refuge on the streets. He learned about AMPs and saw that unlike others, he had no real control over his new powers. No matter whom Jeff touched, he would drain their life away, so he vowed never to touch anyone again.

While traveling across the country, he came across a younger kid with green skin and reptilian eyes. Poachers were hunting him, thinking they'd found the next Bigfoot. He broke his vow that day and drained the hunters' lives away to save the lizard boy. The two of them travelled together, until they came across AMP after AMP who drew the short straw when for "powers."

He took on the name Conduit after learning he could take the life force he drained and use it to help other AMPs. Going even further, he started an underground movement to find disenfranchised AMPs and gather them in one place where they could live together away from the eyes of the fearful public. This home eventually became a collection of warehouses and subterranean tunnels in Atlanta, Georgia. The group calls themselves the Changelings and Jeff is their de facto leader, even though they make most decisions by committee.



Sap Name: Jeff Zitomer

Affiliation: Changelings

Strain: Blaster

Integrity: 13, **Juice:** 3

Loyalties: Community 4, Comrades 4, Perfection 2

Skills: Athletics 4, Beast Handling 2, Crafts 3, Discipline 4, Fighting 4, Fortitude 5, Marksmanship 2, Perception 3, Persuasion 3, Stealth 5, Survival 4

Primary Power: Vampire 4

Augments: Replenish (E0), Siphon Defense (E0)

Secondary Power: Enhancer 4

Augments: Distance Enhancer (E1), Conductor (T2)

Gifts: Inspirational (2), Rank (4-Changelings), Hideout (6 - Size 3, Defenses 2, Entries 1)

Drawbacks: Continuous Power (2), Bi-Polar (4)

Other: Initiative +0, Movement 9, Strength +4, Carry/Lift 50/100

Courier

Travel has always been in Claude's blood. From a young age, he traveled all around the world, mostly between the US and Japan, where he spent the majority of his teenage years. When he became an adult, he made Japan his permanent home and became an English teacher in Osaka. Claude spends his downtime hanging with his best friend since high school, Souta Kitano, now a journalist. He ended up finding and marrying the love of his life there as well, Haruna.

During a particularly terrible earthquake that ravaged his island, Claude received a call from his wife with cries of fear and wished nothing more than to be there to save her. In an instant, he was suddenly there; his overwhelming desire activated his dormant teleportation abilities. It wasn't long afterward that Claude met directly with Doctor Luminous of the Seekers of the Enlightenment and joined the organization. The opportunity to reach out to others like himself particularly interested Claude, especially for those who needed help escaping negative or dangerous environments.

When not at his regular home in Japan, he continues to travel the world. Known now as The Courier, he delivers important documents and packages between members of the Seekers of Enlightenment. His connection with Kitano also provides a channel into AMP activities, information Claude then feeds to the Seekers. He has also rebuilt his home with Haruna, and they couldn't be happier or more devoted to each other.



Sap Name: Claude Glass

Affiliation: Seekers of Enlightenment

Strain: Traveler

Integrity: 14, **Juice:** 3

Loyalties: Comrades 1, Love 4, Perfection 2, Self 1, Truth 1

Skills: Athletics 3, Craft 2, Deception 2, Discipline 3 (Never lose focus), Empathy 2, Fighting 3 (Cane sword), Fortitude 3, Intuition 2, Knowledge 2, Marksmanship 3 (Handgun), Might 3, Perception 2, Persuasion 2, Speed 4 (Never get caught), Stealth 2, Travel 2

Primary Power: Teleport 4

Augments: Flash Strike (E1), I'm Not There (E0), Long Distance (E2), Bring Another (T1 per Target)

Secondary Power: Telekinesis 2

Augments: Binding (T1)

Tertiary Power: Invulnerability 1

Gifts: Permit (1), Wealth (2), Linguist (2 - Korean, Japanese), Rank (1 - Seekers of Enlightenment), Fast Acting (1)

Drawbacks: Side Effect- Lost (4)

Other: Initiative +5, Movement 10, Strength +6, Carry Lift 125/250

Critter

Her family has lived on a farm in Maine for the last three generations, always fortunate enough to live a comfortable life and always together. Stacie, however, suddenly learned of her ability to talk to animals right before an attack on her farm. They never discovered what the robbers actually wanted, but it was not outside of reason to think they came for her and her abilities. With these strange powers, she traveled to New York to speak with a special doctor, Dr. Jacob Segal.

The two of them created a movement called the Seekers of Enlightenment, hoping to figure out how AMPs gain their powers and save the ones who may mutate to the point of death. Of course, the cause was never her concern; she cared for her fellow AMPs and really just wanted to make sure everyone like her was safe from the dangers that would present themselves one day. Behind the scenes, a romance blossomed between her and Jacob, later known as Doctor Luminous at the same time she took on the handle Critter. Through hard times and celebrations, the two of them never separated and he eventually asked Stacie to marry him - to which she gave an instant yes.

To everyone she meets, Critter has become the example of what it means to be an AMP working with the Seekers of Enlightenment. Although she doesn't agree with every decision they make, she stands by the good the organization has done for AMPs around the world.



Sap Name: Stacie Winters

Affiliation: Seekers of Enlightenment

Strain: Feral

Integrity: 10, **Juice:** 3

Loyalties: Community 3, Comrades 3, Justice 3, Love 2

Skills: Athletics 2, Beast Handling 4, Discipline 3, Empathy 3, Fighting 3, Intuition 3, Might 2, Medicine 3, Persuasion 4, Speed 4, Survival 3, Travel 3

Primary Power: Leash 6

Augments: Aggressive (T1), Commands (E1-5), Sense Animals (T1), Calm (T1)

Gifts: Destiny (3), Wealth (3), Inspirational (2), Connections (3 - Other AMPs)

Drawbacks: Bleeder (3), Curious (2)

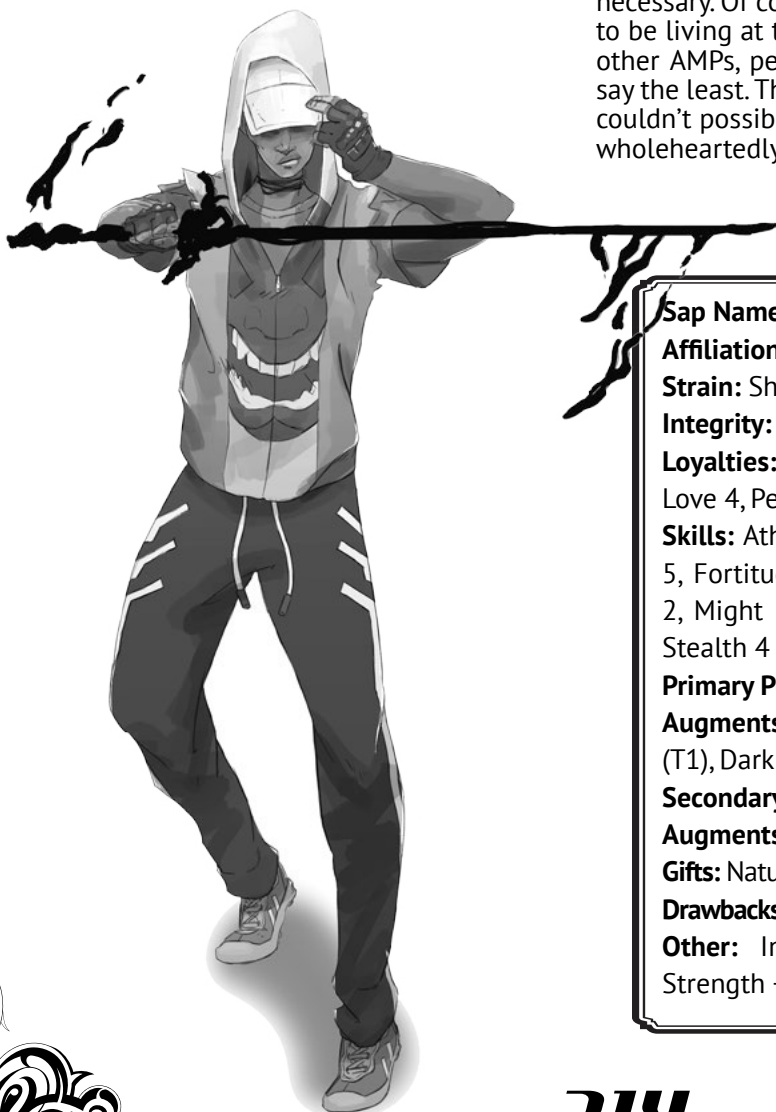
Other: Initiative +7, Movement 11, Strength +4, Carry/Lift 100/200

Cypher

It was that fateful night when everything changed. Michael was driving along the highway when a truck that apparently didn't see him suddenly ran him off the road. The aftermath of the shattered glass and explosion left Michael as a shadow of his former self, horribly scarred and with internal damage to his respiratory system and vocal cords. He would have given up all hope if not for his brother's love.

Robin was a doctor and helped his brother recover; he also noticed that Michael had developed powers beyond what a human could comprehend. Robin was also a member of the United Human Front and brought Michael into the fold when he did eventually finish his physical therapy, giving him the name Cypher to hide his identity from some members that may link his name back to Robin and start throwing stones.

The organization was ready to put Cypher's abilities to good use. Michael was reluctant, but coaxed by his brother, the only family he has left, he agreed to aid the warriors for humanity who only want to preserve their race. His usual role is to create darkness to cover UHF soldiers and aid their forces with direct force only if necessary. Of course, this is not the life he hoped to be living at this stage ... and the treatment of other AMPs, people just like him, is horrible to say the least. The urge to leave is strong... but he couldn't possibly leave his brother, who believes wholeheartedly in the cause.



Sap Name: Michael Freeman

Affiliation: United Human Front

Strain: Shaper

Integrity: 14, **Juice:** 3

Loyalties: Community 2, Humanity 3, Love 4, Perfection 1

Skills: Athletics 3, Discipline 4, Fighting 5, Fortitude 4, Intimidation 4, Intuition 2, Might 3, Perception 2 (+3), Speed 3, Stealth 4 (+4), Survival 3, Travel 4

Primary Power: Darkness 4

Augments: Puppets (E0), Black Blade (T1), Dark Cloud (T2)

Secondary Power: Invisibility 2

Augments: Silence (E0)

Gifts: Natural Warrior (4), Fast Acting (3)

Drawbacks: Ugly (2), Speech Impediment (2)

Other: Initiative +11, Movement 11, Strength +6, Carry/Lift 125/300

Diamondback

Elliott became the perfect predator at a young age. He ran the rumor mill at his school and took every opportunity to blackmail the students, no matter the grade. Despite having very little money to his name, he was always able to intimidate other kids into doing work for him, whether through fear or sheer annoyance. There was a certain level of privilege, which fell into his lap whether he deserved it or not. When he discovered his body could produce poison, this privilege only heightened.

No one could stand in his way. Elliott enjoyed the best foods, fastest cars (as he just got his driver's license) and his home was lavished with as much as he could put on the walls without his mom figuring it out. This type of activity did not escape Typhoon's all-knowing gaze and they soon approached Elliott with an invitation to join the organization. His agreement brought forth even more expensive tastes, leaving home at an early age, the death of hundreds of Saps and the handle Diamondback, his favorite type of snake. His affinity for the reptile oozes from his very core.

Working as an assassin for the world's largest criminal conglomerate has been easy sailing, but Diamondback is ready to jump ship the moment it doesn't serve his purposes. His sense of survival is the only thing Typhoon can honestly count on; he knows the entire weight of the organization would fall upon him if he killed someone important to them. For now, he continues to accept contracts and live the life of luxury.



Sap Name: Elliott Belinsky

Affiliation: Typhoon

Strain: Feral

Integrity: 12, **Juice:** 3

Loyalties: Justice 3, Self 5, Truth 2

Skills: Athletics 3, Deception 4, Fighting 5, Fortitude 2, Intimidation 2, Intuition 2, Marksmanship 4, Medicine 5, Speed 5, Stealth 5, Survival 4

Primary Power: Venom 6

Augments: Fangs (T1), Acid Spit (T1), Poison Kiss (T2)

Gifts: Fast Acting (2), False Identity (4), Quick Draw (2)

Drawbacks: Animal Beacon (2), Infamous (2)

Other: Initiative +11 (+15), Movement 13, Strength +3, Carry/Lift 50/100

Frostbite

Frostbite started off as Brandon Petties, the quintessential gang recruit: from a broken home, picked on when he was younger and willing to trade morality to feel like part of a “family.” It wasn’t long before he ran and shot and killed his way to the top of his own gang, ruling over a few square miles of the city as his turf. His gang, 10th Street Freeze, built a rep on how well they froze out other gangs that attempted to move in on their block, and only later a nod to the powers Brandon discovered he possessed.

Representatives of the Matriarch recently approached Brandon offering him a deal. It turns out his ascension to power was noticed and they asked him to continue his spread throughout the city. With Typhoon’s help, they took over all major criminal activities in their city and even spawned smaller chapters in other parts of the country. Picking out which street kids had the potential to become an AMP was key in spreading his influence... or rather, the Matriarch’s influence.

And still Frostbite has yet to meet the Matriarch, communicating only through messengers and e-mails from dummy accounts. He’ll continue to use his muscle and powers to further gain power, but has caught on to how narrow his idea of power actually is. If he were able to build something as prominent as Typhoon, maybe then he’d know true power.



Sap Name: Brandon Petties

Affiliation: Typhoon

Strain: Blaster

Integrity: 13, **Juice:** 3

Loyalties: Community 3, Comrades 2, Justice 2, Perfection 2, Self 1

Skills: Athletics 3, Crafts 5, Deception 3, Discipline 2, Fighting 4, Fortitude 3, Intimidation 4, Knowledge 2, Marksmanship 4, Might 3, Perception 2, Speed 3, Stealth 2, Survival 2

Primary Power: Constructs (Cold) 4

Augments: Wall (E1), Construct Cage (E1), Weaponize (E0)

Secondary Power: Bolt (Cold) 2

Augments: Brittle (E1)

Gifts: Connections (3 - Gangs), Gang Past (2), Drug Resistant (3), Natural Warrior (4)

Drawbacks: Trail (2), Prison Record (2)

Other: Initiative +3 (+7), Movement 11, Strength +6, Carry/Lift 125/250

Hunter

The AMPs took her husband from her. The AMPs took her daughter from her. Signing up with the United Human Front after that terrible fire was the easiest thing she's ever done. They talk about preserving all of humankind and the world as we know it, but she couldn't care less. They handed her a rifle and asked her to hunt down AMPs, and one less AMP in this world makes it better and that's what matters. That means one less family destroyed by their unchecked and seemingly limitless powers and one more tally she can put in her family's column. She gladly accepted the name Hunter and rumors of her assassinations circulated to almost every AMP.

When she suddenly began developing powers, it infuriated Hunter. Telling others about them was a non-starter, but she could easily conceal them. Actually, her new abilities only enhanced her potential to take down more AMPs, quickly and more effectively. She never wavers and takes her orders seriously, stalking her prey and waiting for just the right moment to strike.

Hunter knows the UHF is corrupt. She knows they have corrupted the government and communities, but that doesn't matter. The death of all AMPs is what's important, and as soon as she's taken out as many of them as she can... she's saving one bullet for herself.



Sap Name: Joan Reagan

Affiliation: United Human Front

Strain: Feral

Integrity: 10, **Juice:** 3

Loyalties: Justice 5, Perfection 4, Truth 1

Skills: Athletics 4, Empathy 3, Fighting 4, Intuition 3, Knowledge 2, Marksmanship 6 (+2), Might 2, Perception 6, Speed 4, Stealth 4, Survival 5 (+3), Technology 3, Travel 2

Primary Power: Killer Instinct 4

Augments: First Blood (E0), Fatal Blow (T2)

Secondary Power: Awareness 2

Augments: Danger Sense (E1)

Gifts: Accurate Eye (3), Stable Psyche (2), Drug Resistant (2)

Drawbacks: Side Effect: Anti-Social (4)

Other: Initiative +15, Movement 13, Strength +4, Carry/Lift 100/200

Inukpak

Tuktoyaktuk, a small town of only 950 people, was surprisingly one of the most modern of all the Inuit villages. Companies reached out to the town for rights to dig for oil, shoot TV shows and even hold concerts in their icy land. They realized this was mostly for novelty, but Peter was always happy to see something new in his town. However, he should have been careful what he wished for.

With Canadian TV directors on site, the teenager got into a fight with one of the assistants because he was sneaking on to set without permission. The man let a few choice words slip, none worse than the term “Eskimo,” which set Peter off. In his rage, he felt his body double in size and muscles erupt all over. His sudden changing, some of which was caught on camera, shocked and scared many of the people, shifting the focus of their TV show to finding the whereabouts of the Inukpak, meaning giant.

While the search in the north continues for the new monster of legend, the Seekers of Enlightenment have brought Peter to the US to train him how to control his power. Unlike others with the Sizing power, he has only mastered how to grow in size, which is quite interesting to the organization's doctors. Peter only wishes to gain control of himself, so he can one day return home and remove the shame he has placed on his family. Doctor Luminous has even promised him a trip to Hollywood to go behind the scenes.



Sap Name: Peter Okalik

Affiliation: Seekers
of Enlightenment

Strain: Shifter

Integrity: 15/17/19, **Juice:** 3

Loyalties: Community 4, Human-
ity 2, Justice 2, Perfection 2

Skills: Athletics 4, Crafts 3, Disci-
pline 4, Fortitude 5, Intimidation
4, Intuition 2, Might 6 (+8),

Primary Power: Sizing 4

Augments: Strong (E1), Really
Big (E3)

Secondary Power: Behemoth 2

Augments: Boost Lift (T1-5)

Gifts: Body Building (4), Quick
Healer (4), Pain Resistant (6)

Drawbacks: Limitation (2)

Other: Initiative +4, Movement
11, Strength +18, Carry/Lift
400/800, 500/1000, 600/1200

Juegar

A good-looking man can go a long way in Spain, open a lot of doors for business and pleasure, sleep with any partner he longs for and have almost anything he desires. Rafael took advantage of this to procure a grand life for himself as a premiere bullfighter. During one of his many sold-out shows, an accident on his part left him gorged on the bull's horn, sent to the emergency room and expected to die within hours. Strangely, they found the horn had missed all of his internal organs... even ones that, by all accounts, were in the way of the horn's path.

He recovered in a few days and decided to go traveling with a renewed sense of life. In the US, he found his accent complimented his good looks and allowed him to pick up men and women of incredible beauty. Then came the night when he hit on a girl who already had a very jealous boyfriend. As his fist connected with Rafael's jaw, spectators at the club saw his neck bend and stretch to absorb the shock that left his neck drooping down to the ground. The whole place went nuts and someone pulled the fire alarm causing an evacuation.

This was good, though. Rafael's body was changing. He didn't know why, but the increased flexibility and ability to avoid extreme harm suited him. It would make him an even better performer and lover.



Sap Name: Rafael Pascal

Affiliation: Unaffiliated

Strain: Shifter

Integrity: 13, **Juice:** 3

Loyalties: Justice 4, Love 3, Self 3

Skills: Athletics 4, Deception 3, Empathy 2, Fighting 4, Fortitude 3, Intimidation 2, Intuition 3, Knowledge 2, Marksmanship 2, Might 3, Performance 4, Persuasion 2, Speed 3, Stealth 3, Survival 2

Primary Power: Elasticity 4

Augments: Stable Limbs (E1-5), Wiggly Target (T2)

Secondary Power: Biomorph 2

Augments: Shift Organs (T1)

Gifts: Attractive (2), Wealth (2), Graceful (3), Fast Acting (2), Linguist (2 - English, French)

Drawbacks: Lecherous (3)

Other: Initiative +10, Movement 13, Strength +8, Carry/Lift 125/250

The Lance

The day Diego discovered his powers was the day he vowed to make a difference. Just one week earlier, his mother died horribly of cancer and his best friend was killed, shot as a bystander to gang violence in his neighborhood. In his distressed state, he sunk himself into his work and discovered that he could heal others with a touch... and he cursed himself. A twisted and black period followed before he came to his senses and made an important choice: never again would he be too late to help someone in need.

He began by saving as many people as he could during his day job as a paramedic, but it just wasn't enough. He spent the time to develop his fighting abilities, harnessed and practiced his healing ability, first on flies and then on people, only to discover later his ability to run at incredible speeds as well. Taking back the streets from the gangs and criminals that plagued the neighborhood became an overwhelming goal. Diego even took on the name "The Lance." Some believe it is short for ambulance, something that is fast and can heal, while others liken the moniker to his ability to fight with a spear.

The Seekers of Enlightenment approached him, cautioning him to stop his vigilante ways. Diego promptly denied their request. He had his own goals and they obviously didn't align with those of the Seekers.



Sap Name: Diego Molina

Affiliation: Unaffiliated

Strain: Shaper

Integrity: 8, **Juice:** 3

Loyalties: Community 3, Humanity 4, Justice 2, Perfection 1

Skills: Athletics 4, Discipline 4, Empathy 2, Fighting 3, Intuition 3, Might 3, Medicine 5, Perception 3, Persuasion 2, Speed 5, Stealth 2, Technology 2, Travel 3

Primary Power: Healing 4

Augments: Diagnosis (E0), Mend Body (E1), Resuscitate (T3)

Secondary Power: Acceleration 4

Augments: Fast Tasks (E1), Me First (T1)

Gifts: Wealth (3), Sprinter (4), Pain Resistant (2)

Drawbacks: Lifesaver (3), Scrawny (2)

Other: Initiative +13, Movement 26 (104), Strength +7, Carry/Lift 125/250

Lost Boy

While driving with his parents, Jamar Harris had the most horrifying experience in his life. Right before his eyes, carjackers gunned down his mother and father in cold blood in the front seat of their car. They pulled the lifeless bodies out, climbed in and began driving. Jamar slunk down in the back seat of their family SUV, breathing heavily as he attempted to hold back his cries of pain and loss. He looked out of the windows, checking for landmarks or street signs he recognized and for a chance to hopefully open the door and make a run for it.

When the car finally stopped, the young boy found himself in a garage with lots of different cars and heavily-tattooed people stripping pieces from those cars. He had heard of chop shops, but had never seen one before in his life. Jamar attempted to hide behind one of the cars, but was quickly found, grabbed and carried over to a man who threatened him with a blowtorch. He wished he were home more than anything in the world.

And then he was.

Jamar appeared in his bedroom, only to find people were already there. These new people, however, were nice to him, offered him some juice and kind words. They were from the Seekers of Enlightenment, and they were there to help. The doctors have tried to teach Jamar to use his powers actively, but he currently only teleports away from things that scare him or to places he really wishes to be. He also never lets go of Jumpy, his stuffed spider.



Sap Name: Jamar Harris

Affiliation: Seekers of Enlightenment

Strain: Traveler

Integrity: 8, **Juice:** 2

Loyalties: Comrades 1, Humanity 1, Justice 1, Love 2, Self 5

Skills: Athletics 4, Beast Handling 3, Crafts 2, Discipline 3, Empathy 3, Intuition 5, Knowledge 1, Perception 3, Persuasion 2, Speed 4, Stealth 4, Technology 3

Primary Power: Teleportation 6

Augments: Long Distance (E0), Been There Before (E0), I Can Picture It Now (E0)

Gifts: Wealth (2), Light Sleeper (2), Stable Psyche (3), Graceful (2)

Drawbacks: Side Effect- Lost (4), No Control (4), Kid (5)

Other: Initiative +9, Movement 15, Strength +4, Carry/Lift 20/40

Nether

It was a day like any other. Tom drove his moderately priced car to his office job that paid enough to keep his family on the lower end of middle income. His wife was adequate and his kids made him reasonably proud to be their caretaker. Then he suddenly snapped after seeing a harmless graffiti artist tagging a wall. Tom got out of his car, leaving it in the middle of traffic and ignoring the honking horns of other drivers, walked over to the “artist” and proceeded to bash his face in with a rock.

This continued to happen again and again, especially when he learned of his new shadow powers that allowed him to keep his actions secret. His neighborhood became a bastion of peace and any criminal activity, or AMPs who used their powers to disrupt the area met with a swift death. He has become known for stalking and ambushing his targets without them knowing, and for killing only those responsible for the offense, leaving others alive to spread the tale. The stories speak of an eerie calmness as he commits his atrocities.

Despite earning the rather ominous nickname of Nether, Tom doesn’t call himself that and actually hates his new moniker. He is just Tom, and he conducts himself as a normal person during the daylight hours. He leads a true double life and no one knows why.



Sap Name: Tom Corris

Affiliation: Unaffiliated

Strain: Shaper

Integrity: 15, **Juice:** 3

Loyalties: Community 2, Humanity 2, Justice 1 Perfection 2, Self 3

Skills: Athletics 2, Deception 3, Discipline 3, Empathy 2, Fighting 4, Fortitude 3, Intimidation 3, Intuition 1, Knowledge 2, Might 1, Medicine 1, Perception 2, Persuasion 1 Speed 1, Stealth 4 (+8), Survival 1, Technology 1, Travel 1

Primary Power: Darkness 8

Augments: Puppets (E0), Black Blade (T1), Total Darkness (E0), Shadow Dodge (T1)

Secondary Power: Invulnerability 2

Augments: Energy-Proof (E0)

Gifts: Unreadable (2), Fearless (2), Fast Acting (2),

Drawbacks: Bloodthirsty (3), Infamous (2), Curious (2)

Other: Initiative +6, Movement 8, Strength +3, Carry Lift 75/150

Nymph

Ever since she was a child, people told Antonia she was beautiful. She never had a problem meeting guys and generally had an easy time getting jobs and keeping them based solely on her looks. When she eventually became an international supermodel, and even began a modest singing career, it started to grate on her. It seems she only attracted men and women to her who wanted to use her in one way or another.

Halfway through a world modeling tour, she faked a sickness so she could return to her roots with a vacation to her family cabin in Great Britain. After a few days in complete comfort, a few men claiming to be from the Seekers of Enlightenment visited her. They explained people were attracted to her due to her power of pheromones and that they could remove it if she only said the word. Antonia was incensed at the thought of removing something so integral to her very being and slammed her kitchen table in anger, which activated another power she had as she bound the Seekers in vines and moss.

Her trip to the woods did Antonia a lot of good. She was now closer to who she was and attempted to make her new powers a part of her everyday life, though she understands the need for secrecy. People fear what they don't understand... and she'd much rather be loved.



Sap Name: Antonia Jean-Baptiste

Affiliation: Unaffiliated

Strain: Elemental

Integrity: 13, **Juice:** 3

Loyalties: Community 1, Humanity 2, Justice 1, Perfection 2, Self 2, Truth 2

Skills: Athletics 3, Deception 2, Discipline 2, Empathy 5, Fighting 3, Fortitude 3, Intimidation 2, Marksmanship 2, Might 3, Medicine 2, Performance 5, Persuasion 4, Speed 2

Primary Power: Plants 4

Augments: Borne Fruit (E1), Like a Rose (T1), Plucked from the Air (T2)

Secondary Power: Pheromones 2

Augments: Attraction (E1)

Gifts: Attractive (4), Drug Resistant (2), Wealth (4), Connections - Model World (3)

Drawbacks: Curious (2)

Other: Initiative +2, Movement 10, Strength +6, Carry/Lift 125/250

Pattern

Knowledge is power and no one knows that better than Cynthia Sheen. She's always been a little anti-social and a lot introverted, but she was also always observing, always watching, always paying attention to the way people interacted, how they spoke and moved. Cynthia learned early on that she thought differently from other people, finding patterns and logic where others would believe there were none.

On her 18th birthday, she left for college and began her studies in computer sciences, finding her connection with data, motherboards and wireless technologies stronger with each passing day. Cynthia was tracked down by the Seekers of Enlightenment who told her she could start to exhibit strange new abilities, such as super strength, speaking with the dead or possibly energy shaping. Through a series of tests, they discovered she had the ability to touch items and sense their past. This was a new one for the organization, but Cynthia was honestly shocked that not everyone could see the world she did, as she had the gift of Psychometry since she was 10 years old and it was second nature to her.

The Seekers recruited her, giving her the handle Pattern, and she gets along fairly well with other Seekers who seem to tolerate her inability to "get" emotions and social interactions. Her constant need to count all the things in a room doesn't help her get along with others, either. Still, Cynthia joined to learn things about the world... and the Seekers are helping her fulfill that goal.



Sap Name: Cynthia Sheen

Affiliation: Seekers of Enlightenment

Strain: Psych

Integrity: 10, **Juice:** 3

Loyalties: Community 2, Humanity 2, Perfection 4, Truth 2

Skills: Crafts 4 (+1), Discipline 4, Intuition 6, Knowledge 5, Perception 6, Speed 4, Stealth 4, Technology 4 (+2), Travel 3

Primary Power: Psychometry 4

Augments: Long History (E0), Within the Year (E1), Unlock History (E0)

Secondary Power: Technopathy 2

Augments: Wireless (T1)

Gifts: Library (3 - Encyclopedic), Linguist (3 - German, Spanish, Mandarin), Direction Sense (1), Unreadable (2), Wealth (2)

Drawbacks: OCD (2), Not a Fighter (4)

Other: Initiative +10, Movement 9, Strength +0, Carry/Lift 50/100

Radiant

Miranda always watched the clouds from the balcony of her parents' mansion, forever wishing she could be anything other than a spoiled rich girl. Dripping in family money and privilege, she wanted for nothing except for the one thing she found ever unattainable: freedom. During a party at her home, one of many she threw out of boredom or disparity or both, she secluded herself to her balcony again, but she was not alone. One of her co-ed friends got handsy and forceful and eventually angry at her rejection, and took his frustration out by shoving her from the third story.

The story would have ended there if not for her floating through the air. With little control of her gift, her movements were confused and sporadic, she managed to fly back up to the balcony and tackle the guy who would have killed her. When she stood up from his twitching body with his blood all over her glowing fists, she finally felt the power she had longed for in her life. She finally felt like she could do anything.

Excitement filled her every moment as she spent her days an obedient daughter, only to become a vigilante at night. She needed to use her power to make a change and there were only so many criminals who could come to her; so Miranda sought them out. Taking the name Radiant, her crusade started with stopping petty crimes to major drug deals, but eventually devolved into taking her aggressions out on anyone on a whim.



Sap Name: Miranda Ballmer

Affiliation: Unaffiliated

Strain: Traveler

Integrity: 12, **Juice:** 4

Loyalties: Justice 3, Self 3, Truth 4

Skills: Athletics 3, Deception 3, Fighting 4, Fortitude 2, Intimidation 3, Intuition 3, Knowledge 3, Might 3, Perception 4, Performance 2, Persuasion 3, Speed 4, Travel 4

Primary Power: Flight 4

Augments: Faster Flight (E0), Speed of Sound (T2)

Secondary Power: Flux (Light) 2

Augments: Blinding Visage (E1)

Gifts: Attractive (2), Wealth (5), Fearless (3), Extreme (4)

Drawbacks: Deep Sleeper (3), Enemy (3)

Other: Initiative +7, Movement 12 (48), Strength +6, Carry/Lift 125/250

Rapture

Raised in a fundamentalist household, Kaitlyn's family taught her it was a woman's role to keep house and home, while it was the male's role to provide and rule. As a result, Kaitlyn grew up meek and subservient, her only outlet a drawing pad her mother provided her. Kaitlyn drew many things, fantastical cityscapes, mythical creatures and most often, one little girl named Lilith. The pictures were Kaitlyn's refuge and as she grew older, so did the content of her drawings.

One day, Kaitlyn's father spied his daughter drawing a picture of her kissing Lilith. Furious, Kaitlyn's father grabbed the sketchpad and ripped the tablet in half, despite her begging and crying. Kaitlyn screamed "No!" as a brilliant white filled her vision, and then she passed out.

When she came to, Kaitlyn's father lay dead, slain by several sword strikes, while her mother curled into a ball on the floor repeated how 'the angel' struck down her husband. Kaitlyn didn't really know what happened, but she remembered an angel, bearing Lilith's face and a bloody sword, kissing her as she awoke. Shuttled around social services, Kaitlyn learned she had the power to make dreams real, at least for a time.

Her power defines her goals: Kaitlyn looks for a way to bring Lilith permanently into the waking world, certain the woman is real, even if on another plane. To fund her travels, she uses Oneiromancy to grant people their very dreams - earning the name Rapture.



Sap Name: Kaitlyn Deveraux

Affiliation: Unaffiliated

Strain: Psych

Integrity: 14, **Juice:** 3

Loyalties: Love 1, Perfection 1, Self 4, Truth 4

Skills: Athletics 2, Crafts 5, Discipline 4, Empathy 3, Fighting 2, Fortitude 4, Perception 5, Speed 3, Stealth 3, Technology 2, Travel 2

Primary Power: Oneiromancy 8

Augments: Day Dream (E0), Dream Object (T2), Dreamscape (T3), Dream Walk (E0), Muse (T1), Nightmare (T1), Manifest Nightmare (T3)

Gifts: Attractive (2), Extreme (4), Permit, Wealth (2)

Drawbacks: Shy (3)

Other: Initiative +3, Movement 10, Strength +2, Carry/Lift 100/200

Ripley

He simply woke up one day gun in hand. He didn't know who he was, only that there were about a dozen gang members lying dead around him. Upon further inspection, a single bullet from the gun he held did each of them in. He instinctually found the nearest mirror, fixed his hair, lit a cigarette and smirked. The shock of not knowing his true identity fell away, done in by the fact that he was apparently a real badass.

It's interesting, because now everywhere he goes there's always someone trying to kill him. Bullets fly and bodies drop and he never gets a scratch on him, leading him to take on the name Ripley... because his feats are simply unbelievable. He's figured it all out, that he's some sort of superhero; everyone must just be jealous enough to try to murder him, and he just has to murder them first. Ripley ain't stupid, of course; he keeps moving and never stays in one place for too long. He also makes it a point to save anyone who might get hurt in the crossfire as the various gangs attempt to take him on.

It's only a matter of time before he wises up to who he really is and realizes why he's on someone's hit list. Being a former lover of the Matriarch and trying to steal her secrets to sell to the highest bidder bought him a wiped memory and a death warrant. Thing is, he's good enough to avoid death for a long time.



Sap Name: Unknown

Affiliation: Unaffiliated

Strain: Bulk

Integrity: 8, **Juice:** 3

Loyalties: Justice 2, Perfection 4, Self 4

Skills: Athletics 5, Deception 5, Discipline 3, Intimidation 2, Intuition 2, Marksmanship 6 (+2), Might 2, Perception 3, Performance 4, Persuasion 2, Speed 5, Stealth 3, Survival 2, Travel 2

Primary Power: Evasion 4

Augments: You Missed (T1), Accurate (E1)

Secondary Power: Luck 2

Augments: Sharp Shooter (T1)

Gifts: Destiny (3), Accurate Eye (3), Quick Draw (3), Haggler (2), Wealth (2), Untraceable (4)

Drawbacks: Addiction (4 - Cigarettes), Enemy (3)

Other: Initiative +9, Movement 15, Strength +7, Carry/Lift 100/200

Samaritan

Harrison had lived a fulfilling life. He found the love of his life and experienced an amazing 40 years of marriage with her before she passed away from Parkinson's disease. He had three kids in that time: two girls and a boy, who all went on to have satisfying careers and families of their own. He even eventually retired from the force with full decoration and a fancy gold pen. Something funny happened when he looked around at his life... he was alone. Harrison made regular visits to his wife Annabelle's grave and received the occasional call from the kids or an old buddy from the force to catch up, but most days he sat alone in his kitchen without a soul to speak to.

Then one day he stood up, opened his door and walked away. The most amazing thing, however, was that his front door didn't bring him to his front yard, but to his favorite diner. His realization that something in his life needed to change sparked his newfound AMP powers to create portals.

The old man is far from homeless and has enough money for a random hotel or a bite to eat, but most of what he has comes from the kindness of strangers. No panhandling occurs on his part, but there are tales of him saving a life or two when he's not traveling the world. His most famous save actually granted him the name Samaritan, which he's fine with. Names don't really matter to him anymore. It's all about the adventure now.



Sap Name: Harrison Wright

Affiliation: Unaffiliated

Strain: Traveler

Integrity: 13, **Juice:** 3

Loyalties: Community 2, Humanity 4, Justice 2, Self 2

Skills: Athletics 5, Beast Handling 3, Crafts 3, Discipline 2, Empathy 2, Fighting 4, Fortitude 4 (-2), Intuition 2, Knowledge 3 (+3), Might 4, Medicine 4, Perception 2, Persuasion 2, Speed 2, Survival 5, Travel 2

Primary Power: Portals 6

Augments: From Thin Air (E1), Fast Portal (E1), Disallow (E1)

Gifts: Law Enforcement (3), Defensive (3), Directional Sense (1), Pet - Sully (2)

Drawbacks: Elderly (4), Paranoia (3)

Other: Initiative +4, Movement 13, Strength +7, Carry/Lift 100/200

Savage

Growing up, Gabriella's older sister Margery was the most important person in her life. She was always a shoulder to cry on, or an ear to listen when there were secrets to keep safe, so it shocked the entire family when one day Margery leapt to her death from the roof of their home. No note, no reason, just the loss of her sister.

This drove Gabriella into a frenzy of anger she has yet to fully recover from, and she still finds it hard to fathom being too far from the ground because it just brings back the loss. Shortly after, a mysterious figure approached her, representing a group called Typhoon. They promised her limitless outlets for her anger, with the potential to gain power at the same time. How they knew about her AMP abilities before even she did remains unknown, but they trained her to use them and turned her into a killing machine. Taking on the name Savage, she was far from an assassin, and became more the beast Typhoon gangs released when nothing else would do the trick.

Her normal form began to exhibit even more animalistic traits, from her claws to patches of fur, each development making her feel less and less human. Savage's bestial nature has begun to wane and she questions her true purpose for the destructive path she walks. She is obviously running from the hurt of her sister's loss, but a part of her is having a fun time doing it.



Sap Name: Gabriella Kahler

Affiliation: Typhoon

Strain: Shifter

Integrity: 14, **Juice:** 3

Loyalties: Community 3, Comrades 2, Justice 5, Self 1

Skills: Athletics 4, Deception 3, Discipline 3, Empathy 2, Fighting 4, Fortitude 4, Intimidation 4, Might 3, Perception 3, Performance 2, Speed 4, Stealth 2, Survival 3 (+2)

Primary Power: Shapeshifting 4

Augments: Animal Form (T3), Monstrous Form (E0)

Secondary Power: Chimera 2

Augments: Claws (E0)

Gifts: Light Sleeper (2), Quick Healer (4)

Drawbacks: Phobia (3 - Heights), Curious (2)

Other: Initiative +4 (+8), Movement 13, Strength +7, Carry/Lift 125/250

Savior

Being born an only child to a single mother meant a lot rested on Savion's shoulders. Even though he grew up deep in the ghetto, his mom made sure he spoke with diction, never allowed him to run around with thugs and gangs and forged a path that would eventually lead him to college, the first in his family to do so.

Savion always had a way of charming just about anyone he met, gaining him many friends and quite a few green-eyed enemies. Little by little in 2015, he noticed people began doing what he said much more often. He never had to ask, they just did anything he said. As odd as it seemed, he realized he could control people's minds, a dangerous tool put into anyone else's hands.

Then came the day of the attack, when his gagged mouth couldn't stop his aggressors; they drowned him in a swimming pool. They robbed him and left him for dead. When he awoke, those who pulled him out of the water asked him his name. He said "Savion," but what the people heard was "Savior" and the fact that he was bone dry certainly fueled their belief.

From that day on, more believers gathered to Savion, calling him their new Savior. His now supernatural sway over people made it easy to keep them loyal, until his followers eventually met his every need and want. In return, he must protect them from anyone who may hurt them.



Sap Name: Savion Wilkins

Affiliation: Unaffiliated

Strain: Mindbender

Integrity: 12, **Juice:** 3

Loyalties: Community 2, Comrades 3, Humanity 2, Justice 2, Perfection 1

Skills: Athletics 3, Deception 2, Empathy 2, Fighting 3 (Sword), Fortitude 2, Intimidation 4, Intuition 2, Knowledge 4, Marksmanship 3 (Pistol), Persuasion 6, Speed 3, Stealth 3, Travel 2

Primary Power: Authority 4

Augments: Complex Commands (E0, +1 per Step), Mind Break (E2)

Secondary Power: Water 3

Augments: Water Walking (E0)

Gifts: Connections - Followers (2), Stable Psyche (2), Inspirational (2), Hideout (4 - Size 3, Defense 1)

Drawbacks: Enemy (3)

Other: Initiative +5, Movement 11, Strength +3, Carry/Lift 50/100

Shell

Having a generally boring upbringing is never a bad thing. As Aaron J. Rencal's mutant potential emerged, the Seekers of Enlightenment found him and gave him refuge, for which he was grateful. Once a man with no deep relationships, a mind-numbing office job and an unused gym membership, Aaron now had an honorable purpose, locating newly discovered AMP's and guiding them into the Seekers' protective arms. Using his powerful force fields and taking the name Shell, he is often the first to approach unknown AMPs that may be dangerous, protecting his team and himself from malicious or often uncontrolled powers. Shell has risen in the Seeker ranks and has gained some influence in the organization, even having the occasional meeting with Critter to see how his time with the Seekers has treated him.

In the field, Shell carries himself with a protective demeanor, looking all around with an ever-watchful eye for danger. Cautious and somewhat paranoid, Shell works hard to not let harm come to anyone he feels responsible for. Alone, Shell often enjoys reading in the quiet or listening to classical music while working out. An introvert at heart, he covets his time away from the hustle of AMP tracking. He visits his family frequently and volunteers at soup kitchens so he feels that he is giving back to humanity, and not just to his own kind. Doing otherwise seems slightly prejudiced, and that's something Shell certainly isn't. He protects anyone he encounters, no matter who they are.



Sap Name: Aaron J. Rencal
Affiliation: Seekers of Enlightenment
Strain: Traveler
Integrity: 16, **Juice:** 3
Loyalties: Humanity 3, Perfection 2, Self 2, Truth 3
Skills: Athletics 3, Discipline 6, Empathy 4, Fighting 4, Fortitude 6, Intuition 5, Knowledge 2, Might 3, Perception 4
Primary Power: Barrier 4
Augments: Bigger and Better (E1), Durable (E1, +1 per Juice), Long Lasting (E1)
Secondary Power: Luck 2
Augments: Up-the-Odds (T1)
Gifts: Body Builder (4), Defensive (3), In-Control (2), Rank (2 - Seekers of Enlightenment), Tough (3), Wealth (2)
Drawbacks: Enemy (4), Trail (2)
Other: Initiative +5, Movement 8, Strength +6, Carry Lift 125/250

Stench

Not every AMP gets a wonderful, usable power. Itamar was just a regular man, with a wife and family, who worshipped within his faith and lived a normal life. Then, at the barrel of a gun belonging to a teen holding up his shop, Itamar's life changed. From every pore in his body came a nasty ooze that filled the building with a disgusting odor. The robber's complexion went pale and, dropping the gun, he ran into the streets to wretch and spasm.

Nothing in his life had prepared him to deal with this type of thing, and everywhere he went people got sicker and often died. He wrapped up his body in cloth bandages and left the city, ending up in the woods where only the animals would feel the pain he brought.

Itamar continues to pray every day that he'll somehow return to normal, but it hasn't happened yet. He stays close to his family's home, only watching them from afar, for fear of his family dying by the fault of his curse. In the city, he has become somewhat of an urban legend: the killer known as Stench who you can smell right before he kills you. In actuality, the few times someone has actually seen him is when someone is in trouble and he has stepped in to help them, be it from a car crash or mugging. Of course, Itamar is quick to leave the scene once his job is done, for fear of causing harm to the one he just saved.



Sap Name: Itamar Serussi

Affiliation: Unaffiliated

Strain: Shaper

Integrity: 14, **Juice:** 3

Loyalties: Community 3, Humanity 4, Love 3, Self 2

Skills: Athletics 2, Deception 3, Discipline 3, Empathy 3, Fighting 3, Fortitude 4, Intimidation 3, Intuition 2, Knowledge 3, Might 3, Medicine 3, Speed 2, Stealth 5, Survival 2

Primary Power: Blight 6

Augments: Spoiled Body (E1), Sludge (Continuous), Accelerate Sickness (T1), Health Void (T1)

Gifts: Hideout (4 - Size 1, Entries 3), Fearless (3)

Drawbacks: Continuous Power (3), Poor Hygiene (4)

Other: Initiative +4, Movement 9, Strength +5, Carry/Lift 125/250

Thrasher

Though Martin hailed from a Native American background, he had all but completely disconnected himself from it. He played basketball, hung out at malls and surfed alongside all of the other Californians. He always had a quick excuse for avoiding family gatherings. His family moved back to their tribe's land as he entered college, but he stayed behind as he never felt his home was there.

Then came the visions. He began seeing the future with regard to himself and his friends, seeing their falls and their triumphs. Martin's mom had always called this the God's Eye, but he had dismissed it along with many other things he regarded as ridiculous myths. Trying his new gift on strangers didn't work, meaning it would only work on someone he was close to or considered a friend. This limitation made it hard for him to abuse it, another thing his mom talked of when speaking of God's Eye.

He began dreaming of eagles, thrashers, wrens and other birds in flight above the cities. When he awoke, Martin had wings for arms... another piece of his obvious destiny. Finding out exactly what his destiny is has proven to be the hard part. Martin has flown above the cities, saved anyone he has had premonitions about and uses his gift to keep his friends and family safe, but he still doesn't feel he is on the right path. Connecting with his lost heritage may be the next step, but he is afraid he may not be welcome.



Sap Name: Martin Cardinal

Affiliation: Unaffiliated

Strain: Feral

Integrity: 13, **Juice:** 4

Loyalties: Comrades 3, Humanity 3, Perfection 1, Self 1, Truth 2

Skills: Athletics 4, Discipline 2, Empathy 2, Fortitude 3, Intuition 4, Might 4, Medicine 3, Perception 4, Performance 3, Speed 5, Survival 3, Travel 4

Primary Power: Chimera (Bird) 4

Augments: Wings (T1), Beast Form (T1)

Secondary Power: Visions 2

Augments: Further Reach (E1)

Gifts: Hideout (2 - Size 1, Defenses 1), Connections (3 - Beach Scene), Sprinter (2), Extreme (4)

Drawbacks: Limitation (2), Absent-Minded (4)

Other: Initiative +9, Movement 18 (28), Strength +8, Carry/Lift 150/300

TimeX

The Dream: To have more money and more time.

The Reality: Jerry found his passion for martial arts at age 4, receiving his black belt at age 8 and becoming a grand champion at age 11. He was the youngest in history to earn that particular title and continued to compete and win through his teenage years. He opened up his own studio at the age of 22 called Tiger-Rock Dojo. Ten years later, and his dream is sadly still just a dream. Like other small business owners, Jerry is a slave to his job and barely getting by. He does what he loves, but 70-hour weeks and the lack of precious time for his wife or children can push a man too far.

In 2015, fate decided to step in. Jerry's dream was dying and his crippling debt towered so high as to block any prospect of it ever becoming reality. Suddenly, a miracle occurred the very next day in the form of a contestant badge for a martial arts sparring competition. The

grand prize was \$15,000, exactly how much he owed the bank. Jerry didn't remember entering said contest, but he wasn't one to pass up the chance to compete or to save his dojo. As the competition progressed, he found himself winning every match, even ones he believed he'd lose. A side-step here and a lucky shot there took him to the top. Time was on his side and luck was running high. It would seem as if his dream was becoming his reality.



Sap Name: Jerry Groce
Affiliation: Unaffiliated
Strain: Shaper
Integrity: 13, **Juice:** 3
Loyalties: Community 3, Comrades 2, Humanity 3, Love 2
Skills: Athletics 5, Crafts 4, Discipline 4, Empathy 1, Fighting 8, Fortitude 3, Intuition 4, Might 4, Medicine 1, Performance 1, Persuasion 1, Speed 4
Primary Power: Luck 6
Augments: Up the Odds (T1), Were You Trying To Hit Me? (T1), Eye for an Eye (T3), Miracle (T4)
Secondary Power: Chronos 3
Augments: Time Field (T2)
Gifts: In Control (3)
Drawbacks: Life Saver (3), Allergy (2 - Pollen)
Other: Initiative +8, Movement 14, Strength +9, Carry/Lift 150/300

Vigil

Eve is a young woman driven from her home by a home invasion one terrible night, and she has not been able to sleep ever since. It was the night before the final day of her senior year in high school, and she had fallen asleep in the midst of reading. She awoke suddenly, startled by loud sounds from downstairs, but it wasn't until the second and third gunshots that Eve realized she wasn't dreaming. Bolting from her bed to find out what was happening, she encountered one of the stocking-masked men in the stairwell of her house. Below him, she saw the bodies of her parents in the front hallway, and screamed in terror.

What happened afterwards was something of a blur, but she knows that in her terror and shock the sleeping power within her awoke with terrible destructive force. She slew all three of the young men who had broken into the humble townhouse, instantly burying them in holes deep beneath her feet. After she came back to her senses, Eve stumbled down to the bodies of her parents and wept, but panicked and fled the house when she heard the sirens approaching.

Months later, she has become a different woman. Eve has learned strength and survival from the homeless in her community. More than that, however, she draws upon the good people in her community for hope and reassurance that evil does not rule the world. When she sees someone preying upon the weak, she moves to stop it. And she sees much, since she hasn't slept since that fateful night.



Sap Name: Eve Black

Affiliation: Unaffiliated

Strain: Elemental

Integrity: 12, **Juice:** 3

Loyalties: Community 4, Comrades 2, Humanity 3, Justice 1

Skills: Athletics 3, Beast Handling 2, Crafts 2, Discipline 2, Fighting 5, Fortitude 2, Intimidation 4, Intuition 2, Knowledge 2, Might 3, Perception 4, Persuasion 2, Speed 2, Stealth 3, Survival 5

Primary Power: Earth 4

Augments: Fault Line (T1), Tremor Shield (T1)

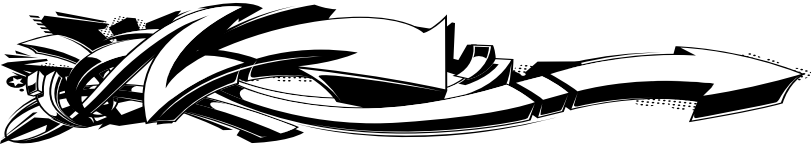
Secondary Power: Biomorph 2

Augments: Sleepless (E0)

Gifts: In Control (2), Hideout (3 - Defenses 3), Connections (4 - Homeless)

Drawbacks: Lifesaver (3)

Other: Initiative +4, Movement 10, Strength +6, Carry/Lift 125/250



Chapter Six

Storytelling

Themes/Moods

AMP: Year One has a lot of angles to its themes and can be played in a lot of different ways, depending on the group in question. We have included a few of the themes that play the biggest role in the making of the setting and the events that occur within.

Unveiling the Mystery

The world of **AMP: Year One** has many elements that can affect the players' characters directly or not at all. This includes the mystery behind the scientists' disappearance, the military's role in AMP kidnappings, dealing with Doctor Luminous or even looking into each character's individual family histories to see how they are all connected. Every secret revealed only brings up more questions. Two characters' parents knew each other when they were younger, but how were they involved with this mysterious company, and who was that strange man in the plain suit with the erratic travel schedule?

Most Important Things

Many of the events in **AMP: Year One** come down to protecting what is most important to the character. This could be anything from another AMP putting their spouse in harm's way or government agents chasing them. Loyalties may reflect many of these things, but the most important question is "what is the character willing to do to keep the things in their life safe." Secret identities and keeping hush-hush about powers are a start, while others eventually graduate to murdering someone for a petty crime under some kind of new morality system.

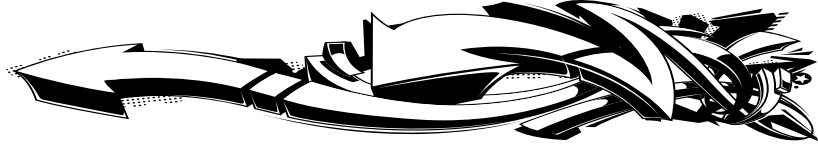
Hero vs. Villain

AMP: Year One isn't really a game of superheroes fighting supervillains in the stereotypical way seen in most comics. No one has only a single dimension to their character to make them so 2D in the face of their morality. Every AMP makes the conscious choice of how to use their power that leads them down one path or another. The road to being a hero is rife with danger and loss, while the path to being a villain usually means using powers for personal gain or hurting others. Sometimes the most tragic villains are born from heroes who meant well. Players are encouraged to look at their decisions and use their Loyalties to guide their choices to determine whether they would consider their character a hero, a villain or somewhere in between.

Danger Around Every Corner

AMPs are a new breed of human, and interaction with others of their kind can be downright hazardous to their well-being and that of the surrounding city block in some cases. The urges caused by the Law of Attraction (pg. 172) eventually fade for AMPs who become fixtures, but every encounter brings with it a new danger. It would be different if there were any gain from these battles, but sadly, the instinct to kill each other has no light at the end of the tunnel. It is simply a dark, nasty tunnel every AMP fears to walk through.

Each character must also deal with the idea that letting even one person know of their true power could snowball into something worse very quickly. There are people going to great lengths to keep AMPs under wraps (and doing a good job), so tempting fate with open displays just makes the character a target. Never a good thing.



Inspirations

The ideas behind **AMP: Year One** come from a variety of sources. Pop culture is the main contributor, so we have included some examples below for players to check out and get inspired for their game.

Movies

There are a lot of superhero movies that are good inspiration for **AMP: Year One**, including Marvel's The Avengers and DC's Dark Knight series. However, two others had a more direct influence on the making of this game.

- **Push:** A movie very close to the idea behind **AMP: Year One**. It focuses on the main character who has telekinesis, learning how to fully harness his abilities. While he's doing that, of course, he has bookies, secret agents, and others like him who could see the future chasing after him. It turns into a story to save their friend, and fully unleashing their powers. It was a major influence on the structure of powers in this game.
- **Wanted:** I love the movie Wanted, showing what some people will do when they have power. These characters don't have "super powers" in the traditional sense, but the mechanics in **AMP: Year One** can reflect the fate and trajectory bending. It starts with a character new to his powers, who eventually learns the people he works for have much more sinister goals for using their powers than he is willing to back.

TV

Many superhero TV shows have popped up lately, bringing the genre to the small screen. Among them is Ultimate Spider-Man or the original Incredible Hulk TV series. Two more modern TV shows have gone on to really put their mark on the making of **AMP: Year One** though.

- **Heroes:** It's one of the biggest superhero shows, so Heroes has to be on this list. It follows a group of characters all involved in their own personal conspiracies, steer-

ing clear of people who are tracking them and trying to make their new powers fit into their already existing lives. Heroes also poses the question of what a hero is and how a normal person can become one, powers or not. It's the perfect show (especially the first and second seasons) for setting the mood for sessions of **AMP: Year One**. Heroes is great for showing how a character can take a single power and be very effective.

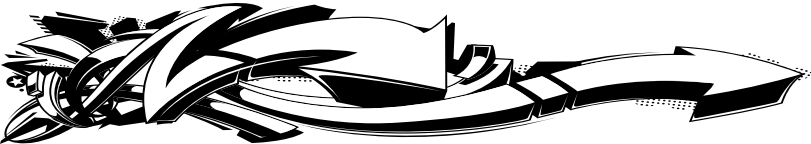
- **Misfits:** I'd be remiss if I didn't mention Misfits in some context. It is the story of a group of petty criminals doing community service during a strange storm that gives them and a lot of others weird powers. It is more of a comedy than Heroes, but blends the fun and danger together nicely. It also shows how people with powers keep becoming involved in each other lives, showing the small world effect displayed in **AMP: Year One**. Great show!

Comic Books

Obviously, comic books have inspired the making of **AMP: Year One**. Where would this game be without Batman, Superman, Captain America, Spawn, Youngblood and many other titles that we all still read today. The way they tell stories, the conflicts, the personal struggles and the modern trend of making story lines darker and more set in reality is something very much appealing for stories like these.

- **Gen-13:** Superheroes trained by the government. What could be better? It is great for showing a range of powers and how characters' storylines can be interwoven. Many of the storylines coming up in the AMP series will touch on these kinds of characters. Even if **AMP: Year One** doesn't, the entire series was an inspiration nonetheless.
- **Teen Titans:** Not necessarily the cartoon, which is full-on awesome but much too crazy for **AMP: Year One**, but the comic series of Teen Titans has it all. Because all of the characters are second-generation he-





roes (Robin, Impulse, Superboy, etc.), they are never at the level of your iconic superheroes. They are more street-level, dealing with smaller threats, but also covering group distrust and everyone having their own personal goals that do not necessarily mesh. It's a great comic to read if looking for how conspiracies can overlap and cause problems for all the characters involved.

The X-Men

What can be said for the biggest influence on **AMP: Year One**? The X-Men have been portrayed in movies, TV and comics for decades and still resonate with people. The idea of regular people discovering strange abilities they never knew they had, ones they often can't control and sometimes don't want, is something very engaging. The love and loss these characters have experienced is without parallel. The political and social messages of this comic are still relevant today. **AMP: Year One** picks this idea up and runs with it, with each character further being linked by their shared heritage. Anyone who wants to play this game would do themselves a favor to pick to up some X-Men comics today.

Developing Stories

GMs and players alike can find a multitude of story hooks and game ideas just by reading through **AMP: Year One**. Even if you read the book multiple times, however, it may be hard to decide where exactly to start or how to go about the process. The GM's best approach is to have a collective character creation session with the players, gauging how they build their characters, what powers they choose, and what Loyalties come into play during the course of the evening. If a player spends their points to become the perfect beatboxer on his block, then the GM should craft stories that allow him or her to display those talents. If multiple players choose Community for a Loyalty, it gives a reason for them all to be together: defense of their neighborhood. The story should serve the player's goals as well as those of the GM.

The GM should work to emphasize the core themes of **AMP: Year One** at the beginning stages, as they are learning the balance of the game and figuring out the various rules. As the game progresses, however, they are encouraged to take the game in any direction that best serves the story... often leading to crazy interactions and plots, including the following:

Unaffiliated

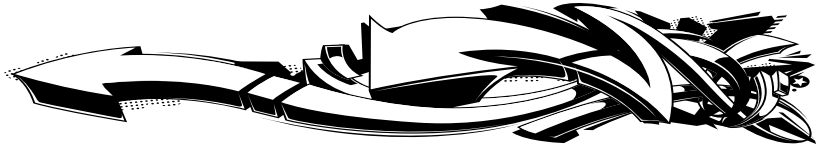
The vast majority of AMPs are unaffiliated with any particular group. That means it's just them vs. the world, which can be good or bad. Being alone, especially those in busy towns and cities where multiple AMPs are more likely to run into each other, can often lead to more trouble. A small group of AMPs with no outside influence telling them what to do can have an array of adventures, obviously depending on their dispositions. Heroic types may turn to vigilantism, while criminals end up using their powers for personal gain more often than not.

This type of story is good if the GM and players want to just strike out on their own and mostly ignore the **AMP: Year One** setting. It is also good for running players through a prologue for their characters, getting to know them better before eventually throwing them headfirst into the setting at large. In a Prologue game, the players go through character creation but do NOT select powers or Augments. Instead, these abilities pop up during the course of play and increase slowly.

Story Hooks

- › **Initiations:** Many great stories come from brand new AMPs attempting to figure out how to use their powers. Using their powers on the wrong person, in the wrong place or at the wrong time are fun ways to introduce them to the world. It could attract the attention of one of the Men in Black or maybe another AMP itching for some conflict.





Chapter Six: Storytelling

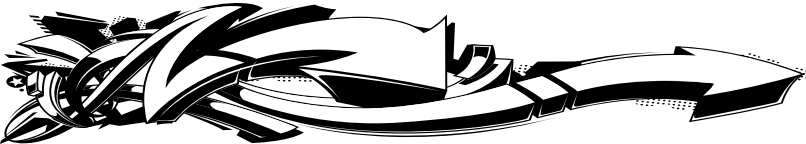
- › **Personal Struggles:** Figuring out how one's new powers fit into their personal life is quite the struggle in and of itself. Not only must they learn how to use their powers, but also some powers have a stark effect on those they love. Does having the ability to make people do whatever you say or see what others are dreaming about make their life easier or harder?
- › **Vigilantes:** As vigilantes, the characters can do what they have read in comics for years... don a mask and take to the streets. Attempted heroism and villainy both may find the city's worst crime families targeting them or other AMPs arriving after seeing reports of the new "superhero" or "supervillain" in town. Without knowing any better, they may bring any number of terrible fates right to their doorstep.

Seekers of Enlightenment

Characters approached by Doctor Luminous and his cohorts are simultaneously at opposite ends of the luck spectrum. They are very lucky because the Seekers have a large piece of the puzzle of what it means to be an AMP, having conducted several experiments and receiving outside funding (be it government or private) at various points in 2015. The organization also offers training and companionship for those AMPs who may have been alone. The Seekers are also steeped in the deepest conspiracies of the setting, however, so characters affiliated with such a group must expect to be at the center of these mysteries and dangers.

Stories for the Seekers of Enlightenment start out with lots of altruism and wishful thinking, only to slowly devolve into conspiracy. What is in the Serum given to AMPs to stave off mutation? What does Doctor Luminous plan on doing with the large database of AMPs he has collected? What truly happened to Critter?





Story Hooks

- › **First Contact:** The Seekers have report of an AMP in need of someone to talk to. This could be a kid who has reportedly lifted people with her mind or a boy who transformed into an animal in his home-room. It's up to the characters to travel to another city or town, introduce themselves and give the new AMP the Choice. What happens if the one they want to speak to has already made first contact with another organization? That was how the Battle of Reno started, after all.
- › **Containment:** There has already been some kind of AMP event the characters must attempt to contain. An AMP may have murdered people in a public place, perhaps accidentally, or maybe they have word of a new serial killer making use of their powers to do their handiwork. In any case, the characters' job is to cover up the publicity and track down the one responsible to receive the antidote and have their powers removed.
- › **Missing Teammates:** As time goes on, many of the AMPs discovered and embraced by the Seekers end up missing. The characters may need to investigate their disappearances and may only find more danger in the process. **AMP: Year One** leaves the truth of their whereabouts hidden, but this could put them at odds with any of the other organizations quite easily.

Typhoon

Typhoon is, by nature, a very secretive group. They work with the cover of conspiracies and chaos under the guiding hand of the Matriarch, the matron of the group. On the other hand, there is no one unifying group for Typhoon. Comprised primarily of gangs, they have the chance to band together and form larger crime families if the Matriarch deems it advantageous. These AMPs' primary task is generally to influence a particular neighborhood or city, sometimes for the better but more often for the worse. Members of a gang may even receive conflicting goals from their higher-ups,

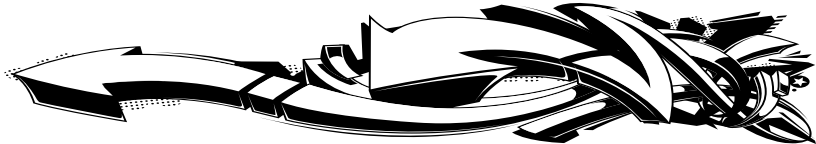
Interacting with the Time Line

Obviously, no part of **AMP: Year One** happens in a vacuum. The setting is living, breathing and happening around the characters and they can choose to be a part of it or have their own adventures. Certain events happen at specific times and it becomes clear by reading the time line how to insert you game into these events.

If starting a story with prologues for the characters, it's best to start around the beginning of 2015, obviously, before AMPs become a public affair. If they are especially curious about their new abilities, they may even find one of the various support groups run by Doctor Luminous and Critter before they founded the Seekers of Enlightenment.

If the players want to get right into the action of having to dodge government agents and trackers, starting in the middle of the year is best for the story. At that point, the public is only partially aware, but most of the overt displays of power were covered up or explained away as special effects. As soon as an AMP makes themselves known, they run the risk of endangering themselves and everyone they love, as their enemies aren't scared to use loved ones to corner them.

Nearer to the end of the year is when a lot of people know about AMPs, but the public at large hasn't yet acknowledged their existence. This is due to the number of AMPs increasing exponentially and more battles in open areas, as they have no good way to control their Law of Attraction from taking them over. If the players are interested in full-on action and crazy battles, around the end of the year is the place to start the story... especially if they want to use drugs like War Path as part of their concept.



making their lives even more chaotic.

Stories involving Typhoon should have an air of unpredictability and mystery. Few know who the Matriarch is, though many have guessed, and the fear of this figure is unmatched by any other in all of AMP culture. Knowing one is serving the Matriarch, directly or indirectly, can bring with it a lot of power. At the same time, she routinely sets her followers against each other to test their loyalty and abilities... advancing only the victors.

Story Hooks

- › **The Job:** Many of those attracted to Typhoon for its power and prestige are already deep into criminal activities. Using this hook, their task is a routine, everyday job: hold up a bank, carjack a slew of cars from around town or take down a rival gang (sometimes in a public place). During said job, the characters fall into a world of conflict as other AMPs in Typhoon have been given the same job. Who can finish it first?
- › **Gaining Favor:** An agent of the Matriarch has approached the characters and delivered an important message: She is watching them. With the world's most important eyes on them, what will they do to impress Typhoon? The right move could move them up in the ranks and even garner a meeting with the Matriarch herself. It has to be something big.
- › **Waking Up:** The characters awaken to find themselves in the middle of a war zone. Every gang for miles is laying waste to each other and they find with them a note that says "Thank you for your help. If you can survive the onslaught, I will be waiting. - The Matriarch." They were sleepers who somehow caused all of this mayhem; now to get out alive and find out what the hell is going on!

The Changelings

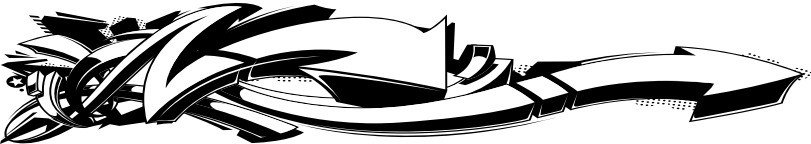
Characters who align themselves with the Changelings already have the world against them. Joining this group means they identify with their non-human nature, and have decided to seclude themselves away from civilization. However, that is not the end of the story. Many members leave their compounds in order to find others in similar situations and bring them into the fold. Of course, depending upon how inhuman they appear, this can have varying levels of difficulties. One AMP who continues to leak disease from their pores, infecting everyone surrounding them, will have a much harder time than one who can cover up an extra pair of arms with a clever jacket, for instance.

Stories for members of the Changelings are very much about being on the run. Their goal is to hide, and their outward appearance makes them target number one for anyone attempting to track down and hurt AMPs. This includes the United Human Front and various government groups who may want to study or dissect them.

Story Hooks

- › **Run and Hide:** The characters are being followed. It could be the Men in Black, a crazy AMP on a rampage or even just curious children who have figured out what they are, but in the end, discovery is not an option. They have to lose their tail by any means necessary before they can return to their hideouts.
- › **The New Member:** An AMP with nowhere else to go turns to the Changelings who bring them into the fold. This new member, however, actually works for another organization. If they are a Seeker, they may be benevolent, while a member of the UHF may come strapped with bombs. How will they deal with the intruder?
- › **A Friend in Need:** The characters receive a letter from a fellow Changeling who needs their help - he/she has traveled to their hometown for a funeral, but has been discovered by the locals... who are out for blood. The AMPs must move quickly to stop the witch-hunt!





United Human Front

The UHF is an odd group for an AMP to be a member of, but essentially it boils down to the characters clinging to their humanity out of fear and desperation. The organization itself includes several self-contained groups all with the single-minded goal of helping humanity remain at the top of the food chain on Earth. Their missions may involve securing weapon shipments, finding AMPs to kidnap for research into a cure, or all-out annihilation of their number one enemy.

United Human Front stories ride a fine line and should feel like the characters are living an oxymoron. Are the characters human or AMP? Do they really need to choose one, or can they continue to live in an idealistic purgatory forever. Eventually, they'll need to make a choice. Most go out in search of a cure for their condition and really want to be human once more. Others know that when all the AMPs are gone they'll be the last one to die, but only after they've done their duty to the human race.

Story Hooks

- › **The Hunt:** An AMP, probably one who is blatantly using powers or has outward physical mutations that give them away, is their target. In order to keep their families safe, the UHF sets out to take care of the threat. Usually this means capture, as the AMP may agree with their views and may want to help, or even want a cure, but it can also mean killing the AMP if they turn out to be violent.
- › **Backed Into a Corner:** The AMP threat has made its way to the character's doorstep and they are on the attack. They must now defend their labs and precious data, standing as the last bastion of hope for the human race. If they lose... all could be lost.
- › **No Way Out:** A member of the UHF has gone missing and so have a number of files. It's obvious this person is a traitor and must be found and dealt with. Searching for the target will be difficult, as they know several of the UHF's secrets - at least for their specific cell. They are even more difficult to capture if they are

an AMP gone rogue who uses their powers to get away even more efficiently.

Staging Your Stories

After figuring out what kind of story to run, the GM should take some time to decide where this new story takes place and what important personalities are there to interact with the characters.

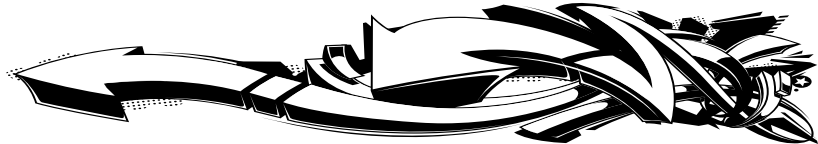
Personalities

Creating an interesting cast of characters for your player's characters to interact with is very important. Non-Player Characters (NPCs) need to be exciting and fascinating enough to impart a certain feeling and fill their roles, but it's critical they not steal the spotlight from the players. Most NPCs are just created on the spot as the players come across them. If the characters are at a horse race and a player says they want to ask one of the bet-takers a question, it isn't important to know the bet-taker's whole life history. Instead, a simple name and quick personality (i.e. sweet, belligerent, arrogant, etc.) is applied on the fly.

NPCs who are crucial to the story being told should be fleshed out as much as (or close to) the players' characters. In order to create the best NPCs possible, we've included some things to ponder:

- › **Role:** Establish the NPC's role within the story. What purpose do they serve? Are they there just to give direction, a trusted contact for the group or are they part of a character's Loyalties? There should be a reason to be meeting and interacting with these fleshed out NPCs.
- › **Appearance:** What do they look like? You can tell a lot about a person by how they present themselves, including scars and tattoos. The GM should pick out one or two key features to mention. A patch over their right eye, or a stripe of white hair are both great examples.





Changing the Trappings

AMP: Year One is the story of mutants created from experiments that took place long ago, delayed only by the works of serums and science. However, some gaming groups may want a different flavor. It's not uncommon to change the themes and setting of an RPG to fit another idea without changing the core mechanics. Running a game of wizards from rival schools of magic, for instance, is easily done by changing Strains to Schools. Likewise, nine different races of aliens may have infiltrated Earth, all vying for superiority over humans.

Changing a character's trappings allows for concepts that fit more in line with silver and golden age comics. This allows players to have a mutant with Bolt, a scientist who has a suit that gives them Sizing, or an AI with Brainiac in a robot body with Behemoth.

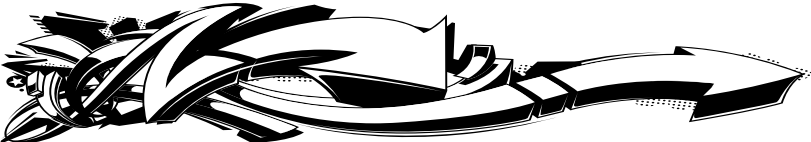
- › **Sentiments:** How do they feel about AMPs, or do they know anything at all? What if an AMP was responsible for a major loss in their life? What if one saved them in the past? Their views are colored by their past and their overall disposition.
- › **Quirks:** Everyone has quirks. Whether they hate to be kept waiting or they like to give everyone nicknames. What is the NPC's quirk?
- › **Skills/Abilities:** Last but not least, what can the NPC do? Are they an AMP themselves with high-level powers at their command, a quick draw with their pistol or a police captain with the entire force on their side? The GM should try to keep the characters on their toes by giving unorthodox or entirely unique abilities to their NPCs. They'll never guess the old lady they are buying from is a master pickpocket or the child they passed has an empathic link to others. Surprise them!

Landscapes

Which region or country the story takes place in can determine a lot about the people and events the characters encounter. A game set in California is much different from one in Maine, for example. One set in the US would be much different from one in Uganda, as well. Picking an existing city is an easy way to approach this, giving a wealth of history and maps to draw inspiration from, but there are times when making up a brand new city can provide a lot more flexibility. If the GM chooses this route, we suggest paying attention to the following questions.

- › Is it rural or urban?
- › How is the town or city laid out?
- › Does it have a high population level? Can it safely sustain these numbers?
- › What is the mood and political climate of the town?
- › Any attractions or landmarks?





GM Advice

The Game Master (GM) is the cornerstone of any great gaming experience. He or she creates stories through which the player's characters adventure and grow. The GM also directs actions and conversations when interacting with Non-Player Characters (NPCs) in order to make the best collaborative story possible. Here are a few suggestions for running a successful game.

1. Have Fun!

This is rule number one; it has an impact on every other rule as well. As the GM, it is your privilege to craft a story for you and your friends to enjoy together. Any game's first intent should be having fun above all else, regardless of its type or amount of strategy involved. The moment creating the story and playing through a setting becomes a chore, or your players stop having fun, is the moment your game will falter. If this happens, take a breather for everyone's sake. Go for a food run or watch an episode of a TV show you all like (or one listed in Inspirations) to get yourself excited to play again. Everyone will have more fun if the GM is focused and having fun as well.

Bottom line: Having fun is what it's all about. Even a totally intricate story, full of twists, turns and mystery needs to take a backseat if the players are not having fun. Maybe they are in the mood for a fight or they want to investigate one of their personal story lines instead. The story could perhaps be focusing too much on plot and not enough on the AMPs themselves. It's helpful to be able to change course on the fly, a skill that only comes with time and practice. Honestly, though, if you need a moment, just call for a 15-minute break while you decide how to proceed. Your players will understand.

2. The Characters Are the Story

No matter how tempting it is to create the coolest NPCs with epic abilities or mysterious origins, the player's characters matter most to the game. They are the central focus of the story. The characters' decisions, backgrounds and actions must shape the game. If the group

saves innocents or conquers grand enemies, the setting, environment and people around them should change to reflect these choices. The characters receive XP for personal change on a mechanical level. So too should their world change accordingly to match their choices. No player wants to play in a game where nothing they do matters. It is perfectly fine to have events happening in the background of a story, "off-screen," but the events should only come into play as much as they affect the characters.

3. Don't Control Everything

Some GMs become aggressive dictators over their games. Others take an adversarial role of GM vs. players. Both of these styles are terrible for playing **AMP: Year One**. Yes, GM generally stands for Game Master, a title worthy of someone who creates a world and takes the role of everyone in it. More accurately, though, the GM is the "Game Motivator" or "Game Mentor," directing the action, plots and stories. However, the players are the ones who truly control the game's direction. You as the GM may control the world, but you do not control the characters. Remember tip #2. When reaching a point where players have choices, ALWAYS ask them what their characters do or say in response. Never assume they take one course or another. That's called railroading and nobody likes it.

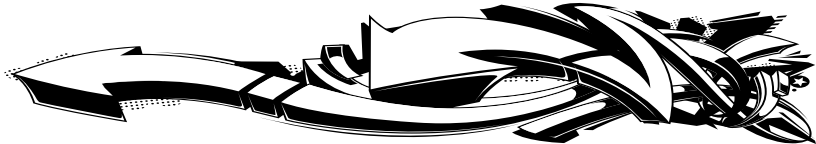
4. Involve Loyalties,

Involve Everyone

All players deserve to take the spotlight during the story at one point or another. At times, one character may have more at stake in the current plot than another, but the other characters wouldn't be there if they didn't also have a reason. This is when a character's Loyalties can come into play. The best way to incorporate characters into a story is to use their Loyalties to link them. When you do this, every character cares about the outcome of the current story.

For instance, there are multitudes of reasons a character may be motivated to search for a





missing kid. One character with high Community may see the victim as important to their neighborhood cause. One with the the high Justice may see it as their personal duty to find the kid and make the kidnapper pay. Another may be asked by their Love to find the kid who just so happens to be their niece or nephew.

5. Be Descriptive, Not Definitive

One of the GM's major roles is to filter descriptive information to create the perfect mood for each Scene. Describe the feel of the environment and the NPCs that the characters encounter, but you should be sure to leave out "exacts" and avoid being too "definitive." For example, compare these two descriptions of the same scene:

You pull up to the gas station and see a Feral AMP pumping his gas. He attacks.

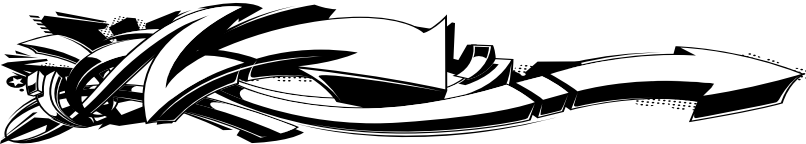
Or

As you exit the gas station with a candy bar, you see a man pumping his gas. The meter's already up to \$20 and the man is cursing under his breath. When he turns around, you notice scarring around his fingertips, slightly sharpened teeth and tribal tattoos. Your eyes meet and the Law of Attraction kicks in, but he's not resisting... he is looking for a fight.

Several elements are missing from the first example. It doesn't evoke emotion or imagery and the NPC is defined much too easily. The second description uses cues like "sharpened teeth" to make the characters assume it is a Feral AMP. The GM then has the option to introduce a Feral AMP, a regular person wearing costume teeth, or maybe an AMP with a new power over tattoos. Being descriptive, not definitive, keeps mystery alive and makes things a lot more interesting.

Chapter Six: Storytelling





Glossary

1d20: One twenty-sided die.

Action: In combat, a task the character initiates. This can be anything from throwing a punch to picking a lock.

Affiliation: Major groups and organizations an AMP can belong to.

AMP: Acronym for a person with Accelerated Mutant Potential.

Armor Piercing (AP): This weapon quality represents the value of Armor Rating (AR) that can be ignored, regardless of the type of damage being dealt.

Armor Rating (AR): The amount of protection that armor and some magical effects provide. The first number represents Non-Lethal damage absorbed and the second number represents Lethal damage absorbed.

Augments: Additions to a Power, giving more options and new ways to use it. See Enhancements and Tricks.

Bonus Point (BP): Points spent to purchase Gifts or extra Attribute and Skill points.

Boost: When a check roll is 5 higher than the target Difficulty, resulting in bonuses.

Brutal Damage: Damage from swords, fire, bullets, and other sources that can kill you quickly.

Characters: Fictional roles created by players that exist in the setting and world created by the GM.

Check: A check occurs when the player rolls a die and attempts to meet or beat the Difficulty. Players usually roll Attribute + Skill + 1d20.

Concept: A short description for a character, such as “traveling circus performer” or “lady of the night”.

Critical Failure: When the player rolls 1 on 1d20, this means an automatic failure in a big way.

Critical Success: When the player rolls 20 on 1d20, this means an automatic success or other effects.

Damage: Points subtracted from Health, bringing the character closer to unconsciousness. Damage from punches, blunt weapons, falling or other sources that can knock out quickly or kill slowly.

Difficulty: The target number needed to achieve a task. If the player's check total is equal to or higher than the Difficulty, the task is successful.

Drawbacks: Negative characteristics that can be applied to a character in exchange for Bonus Points.

Enhancement: Augment that enhances the Core Ability of a power.

Experience Points (XP): Represent growth of characters and can be spent to raise existing abilities or learn new ones.

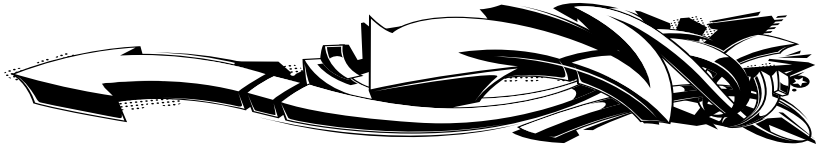
Fodder: A weak NPC used to represent the easiest of enemies.

Game Master (GM): The GM is the member of the roleplaying group that creates and controls the world that the characters interact with.

Gifts: Positive characteristics that can be applied to a character for the cost of Bonus Points.

Initiative: Used to gauge when a character acts within a Round of combat.

Integrity: Numerical value of the character's ability to take damage before dying. If Health drops to zero by Non-lethal damage, they are knocked out. If Health drops to zero by Lethal



damage, they are close to Death.

Juice: Points spent to activate powers, gained through danger or extreme activities.

Law of Attraction: The urge for every AMP to seek out each other and, ultimately do battle. This effect wanes as AMPs become accustomed to being around each other more.

Legendary: A target Difficulty 40. Players must roll equal to or higher than 40 with an Attribute + Skill + 1d20 check.

Loyalty: Represents the things an AMP cares about, from their Community to their idea of Justice.

Moderate: A target Difficulty 20. Players must roll equal to or higher than 20 with an Attribute + Skill + 1d20 check.

Movement: Gauges the character's running speed in feet.

Natural 1: Rolling a 1 on 1d20. See Critical Failure.

Natural 20: Rolling a 20 on 1d20. See Critical Success.

Non-player Character (NPC): An NPC is a character controlled by the GM (i.e. any character not controlled by a player).

Player: You are the player, the one who assumes the role of the character.

Power: Simply put, the superhuman (and sometimes supernatural) abilities granted to an AMP.

Range: The effective distance for firing a gun, throwing a weapon/object or using Powers.

Reaction: In combat, any task the character takes in response to an Action against them.

Resistance Check: When someone attempts to affect a character, they receive a check to resist the effects.

Round: Initiative is rolled at the start of each Round and a new one beings when everyone has taken their Actions.

Sap: Slang term for a regular person, short for Homo-Sapien.

Session: When your roleplaying group sits down to play.

Simple: A target Difficulty 10. Players must roll equal to or higher than 10 with an Attribute + Skill + 1d20 check.

Single-Skill Check: When rolling a die, a Single-Skill Check means the player uses one Skill x1.5 as a bonus to their 1d20 to get their total.

Skills: Numerical values that represent a character's learned abilities.

Story: A fictional narrative characters go through with a beginning, middle and end. At the end of each story arch, players should be awarded bonus XP.

Strain: A shared genetic code that codifies the types of powers an AMP is likely to develop over time.

Teamwork: When two characters work together on one task.

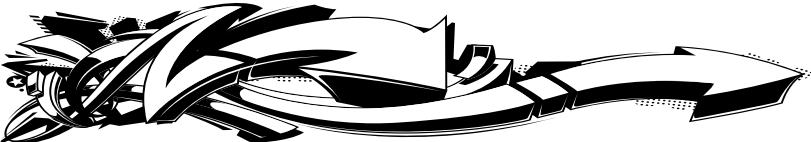
Tie: Whenever two players (or a player and the GM) end up with the same total on a contested roll. Defenders always win ties.

Tough: A target Difficulty 30. Players must roll equal to or higher than 30 with an Attribute + Skill + 1d20 check.

Trick: A secondary power that works outside of the Core Ability of an AMPs power.

Two-Skill Check: When rolling a die, a Two-Skill Check means the player adds the levels of two different Skills together as a bonus to their 1d20 to get their total.





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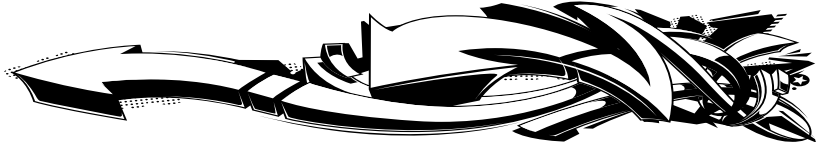
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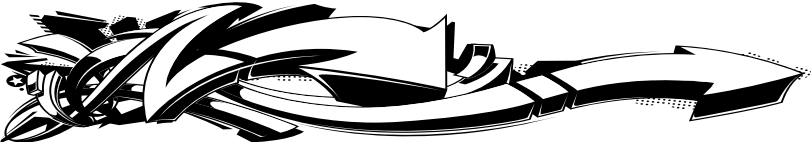
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Kickstarter Backers

Steve "Teh Slipperboy" Donohue

Jerry Groce

Nick Czernek

Bri

Thozmp

James Dawsey of Vigilance

Press

Douglas Pierre Wilson

Kenneth "Professor" Thronberry

Aaron Tudyk

Kairam Ahmed Hamdan

Jeff Zitomer

EpicTurn

David Thornton

Stacie Winters

Jacob "Flock of" Segal

Bryan Allen Hickok

Shavar Stephens

Eric Kervina

William Trommelen

Nikhil Daniel Majumdar

Andrew G. Harter

Jake Baker

Robert H. Mitchell Jr.

Candice Bailey

Matthew Broome

Shawn Campbell

wadledo

J. Quincy Sperber

Jay Peters

Kyle "Fiddy" Pinches

Ian "Budfannan" Howard

Alex and Amanda Fux

John Pyrich

Jeff "NMI" Ruiz

Chris Mobberley

Casidhe

Chris Rentz

Purple Duck Games

Micah Wolfe

Matthew York

Sawyer Rankin

Neal Dalton

John Kennedy

Thomas Browne

Michael Feldhusen

Manuel Ordoveza

Joseph Meyer

David Terhune

Brandon K. Aten

Patrick Dunn

Mark Miller

Keith Fannin

Chris Backhuus

Ben Woerner

Ben Keeler

Victor E. Serrano Puigdoller

Mario Dongu

Jason Corley

Andy Kitkowski

Ralph Mazza

david chervanik

Brad Walter

Derrick Dodson

Julia Sheffler

Derek Mayne

Camdon Wright

Brett Anderson

Morgan Weeks

Ross Webb-Wagg

Jason Marks

Shelton Windham

David Walker

Theodore Jay Miller

Conflict Games llc

Clete D. Collum

Ramon A. Jaimez

David Stoll

Roberto Nieves

Phil Keeling

bruce novakowski

vairse

Jordan Hughes-Buckley

Katie Keith

Andrew Moreton

Nicholas Clements

Matthew Ian Fawcett

Chris Johnson

Mark Maibroda

Steven Martindale

Wade Geer

The Mystery Theater Sandman

George Martinez Jr.

Harold Reavley

Richard 'Vidiian' Greene

Studio 2 Publishing

Frank Rafaelsen

Michael A. Guerra

Torii Swader

Frost Holliman

Liam Murray

Brian G.

Cyan

Stephen Rosia

Howard Millington

Christipher D Garland

Richard Comfort

Daniel Fruchterman

Jason Blalock

Andy Fundinger

Tim Czarnecki

Cory Williamsen

Christian Lindke

Tristen Gardner

Andy Morton

Samma Lynne

Robert "Beast" Isenberg

Eric "thepostit" Mathews

tybot

Peter Liaw

Sooparyan

Dwayne Stewart

Bill 'Gryffn88' Stilson

DivineWrath

Michael Stevens

Bowie Sessions

Adam Waggenspack

Jonathan Finke

Joseph M. raiten

Gerry Saracco

Jen W

Jimmy Plamondon

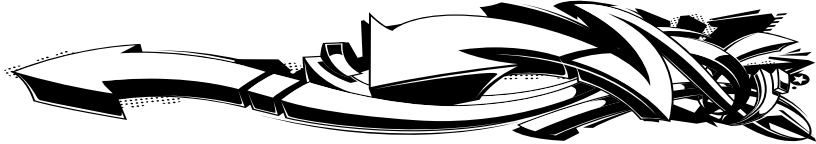
Ryan Percival

Stephan Szabo

Thomas Gronek



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John Hunton
 Evan Inman
 Joshua Ramsey
 Jonathan Fish
 SwiftOne
 Keegan 'Tinkergoth'
 Bateman
 Michael Roebing
 Max De Cuba
 Adam Stein
 Paul Glass
 Steven "Bahati" Markley
 Justin Melton
 Travis Bryant
 Bradford Moreland
 Kanoan Sherwood
 Anthony Laffan
 Jonathan "Buddha" Davis
 Armin Sykes
 Lucas Cooperberg
 Klaus Ole Kristiansen
 Jeremy Kostiew
 Edouard Contesse
 Jim Long
 Heather Ingram
 Ed Kowalczewski
 Mike "Carlson" Davis
 ndkid
 Steven L. Geyer
 Kevin Donovan
 Eric Lohmeier
 CtrlAltFaceroll
 Simon Ward
 Robert Daley
 David Lucardie
 Jere Manninen
 Matthew McFarland
 Ray "Metric Ton" Olan
 Lee Langston - "God of
 Games"
 Jack Gulick
 Brian Liberge
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 Christian A. Nord
 SE Weaver
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 Tom Ladegard
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Karl R. Olson
 Michael "Maikeruu" Pierno
 Douglas S. Keester
 Martin Greening
 Daniel Jones
 Sean M. Dunstan
 Ben Goldstein
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 Gary Anastasio
 Nestor D. Rodriguez
 Adam Everman
 Simon 'Smescrater' Carter
 Bryce Perry
 Steven D Warble
 Jacob Wood
 Keith Higdon
 Mark Harris
 Christopher Gunning
 Ed and Michelle Pallis
 Brian R. Bergdall
 Nicholas Ahlhelm
 bluecuillin
 D Howard
 Ash Walter
 Shammara "Darkeus" Blanchard
 Bert Isla
 Matt Widmann
 William Bradley Watson
 Mike Bowie
 Ryan M. Danks
 Twisted Gnome
 Renaissance Adventures
 Carl L. Congdon
 Michael D. Blanchard
 Craig "Stevo" Stephenson
 Alistair
 Mark Richardson
 Fate Everywhere
 Hal Greenberg
 Daniel Stack
 Joshua Kubli
 Veronica & Ron Blessing
 Chris Perrin
 John 'Galamere' Lacy
 Joe DaSilva
 Brandon Blackmoor
 Lobo
 Tiago Marinho

Mahare
 Ryan Marsh
 Matthew Barr
 Eric G
 AMAckerman
 Seth Davis
 Blake Bagwell
 Anonymous
 Jim Sensenbrenner
 James Dillane
 Courtney Dulany
 Dave 'Wintergreen' Harrison
 Charles Summerhill
 David Nadj
 Roel Claassen
 Kwyndig
 Yes please
 T Dave Silva
 Don S
 James Holt
 Keith Stanzola
 Eric Metcalf
 Sara McLauchlan
 Carolarnell Darnell
 Liliyana
 Drew Wendorf
 Adam Rajski
 Tony Love
 Stephen Esdale
 Geoffrey Martin
 Chris Longhurst
 Andrew Vandeyar
 Johan Moritz
 Brennan Dawson
 Alex T. Nguyen
 S. Eagles
 Trevor McDonald
 Sean Smith
 Chris W. Harvey
 James Hays
 Chris Lackey
 Tim Newman
 Cargo Manshark
 Jason Childs
 Trey Mercer
 Jesus A Rodriguez
 Thomas Trutch
 Fez





Austen Cabler
Jason Pitre
Julius Müller
Jeremy Kear
Thorin Tabor
Zed Lopez
Tom Reed
Ronnie Walton
Mark Kinney
THIERRY CHAUVIN
Angelo Pileggi
Harry Lewis
Chad Stevens
Josh Board
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Stephen Guttridge
Fellina Grose
Chapel
Kyle Porter
Christophe SAURA
Tim Eagon
Assen R Gueorguiev
Michael G.
OliverBosworth
Raiu
Steve Lord
Joel Rojas
Nick McGinness
TadK
Antonio Martorell Ferriol
Zak Katich
Rose Miner
Chris Thomas
Tim Soholt
Ted Novy
Jean-Baptiste Vlassoff
Spirit_Crusher
Tyler Dionne
Just OK Caiters
Jonas Karlsson
Edward Lynch
Jake Mandel
Scott Dockery
Sophia Brandt
Lukas Hofreiter
Roderick Edwards
Benjamin "Black Lotos" Welke
Sergi Planas

Fred Keiper
Brian Wilson
Pete Hurley
Andrew Laliberte
Bogie
Trentin C Bergeron
Josh Rensch
NPC Chris
Hsieh, Wei-Hua
Rod B. Spellman
Jay Watson
Jason Kurtz
Joe England
Andrew Antolick
Jason Richards
Dan "Evil" Wong
Tanner Yea
Jim Ryan
Bill Stripp
George C Alexander
Doubleclick
Kyle Laverty
Bruce Hill
Sammy Morgan
Lukas Myhan
Richard Allred
Adam Chute
Ruben Vargas
Charles Miller
Dingleson
Phillip Bailey
Marc Majcher
Paul Normandin
Brandon Paul Salinas
Peter "Architech" A.
James Tadashi Graham
Ian Wilbanks
Oliver Specht
ogasnor
James Husum
Xavier FREYCON
Reverance Pavane
Tommy Tramantano
Russ Ventimeglia
Aquantis
Trip Space-Parasite
Dave Michalak
Silvio Herrera Gea

Jeffrey Hosmer
Eric Edwards
Jason Buchanan
NoName_1147
Martin J. Manco
Jaime Robertson
Caineghest
Seann Ives
Diogo M.
Austin Lehrer
Craig P Brown
Michael Hill
Ray Nagle
John Poe
Findar Hodgewicket
Jack Norris
Bowden "Trey" Palmer
Nat "woodelf" Barmore
MateusDrake + DaniilMoo
Jack Kessler
Theo
NexusNine.Net
Richard Frost
GÄjbor HorvÄjth
Ted Ludemann





Handle: _____ Sap Name: _____ Player: _____
Primary Strain: _____ Starting Juice: _____ Affiliation: _____
Description: _____
Personality: _____

XP (Total)

XP (Spent)

SKILLS

☐ Athletics	1	2	3	4	5	6	7	8	9	10	±/-
☐ Beast Handling	1	2	3	4	5	6	7	8	9	10	_____
☐ Crafts	1	2	3	4	5	6	7	8	9	10	_____
☐ Deception	1	2	3	4	5	6	7	8	9	10	_____
☐ Discipline	1	2	3	4	5	6	7	8	9	10	_____
☐ Empathy	1	2	3	4	5	6	7	8	9	10	_____
☐ Fighting	1	2	3	4	5	6	7	8	9	10	_____
☐ Fortitude	1	2	3	4	5	6	7	8	9	10	_____
☐ Intimidation	1	2	3	4	5	6	7	8	9	10	_____
☐ Intuition	1	2	3	4	5	6	7	8	9	10	_____
☐ Knowledge	1	2	3	4	5	6	7	8	9	10	_____
☐ Marksmanship	1	2	3	4	5	6	7	8	9	10	_____
☐ Might	1	2	3	4	5	6	7	8	9	10	_____
☐ Medicine	1	2	3	4	5	6	7	8	9	10	_____
☐ Perception	1	2	3	4	5	6	7	8	9	10	_____
☐ Performance	1	2	3	4	5	6	7	8	9	10	_____
☐ Persuasion	1	2	3	4	5	6	7	8	9	10	_____
☐ Speed	1	2	3	4	5	6	7	8	9	10	_____
☐ Stealth	1	2	3	4	5	6	7	8	9	10	_____
☐ Survival	1	2	3	4	5	6	7	8	9	10	_____
☐ Technology	1	2	3	4	5	6	7	8	9	10	_____
☐ Travel	1	2	3	4	5	6	7	8	9	10	_____

POWERS

Primary

Core Ability

Augments

Secondary

Core Ability

Augments

Tertiary

Core Ability

Augments

GIFTS

DRAWBACKS

Notes

SPECIALTIES

LOYALTIES

Community	1	2	3	4	5
Comrades	1	2	3	4	5
Humanity	1	2	3	4	5
Justice	1	2	3	4	5
Love	1	2	3	4	5
Perfection	1	2	3	4	5
Self	1	2	3	4	5
Truth	1	2	3	4	5

COMBAT and MISC.

Initiative _____ Strength Bonus _____
Carry/Lift _____ / _____ AR
Movement: Normal _____ Running _____
Jump H/V _____ / _____ Flight _____
Favored Attacks _____ Check _____ Damage _____

Juice

Max: _____

Current: _____

INTEGRITY

5	10	15	20	25	30	35	40
○	○	○	○	○	○	○	○
□	□	□	□	□	□	□	□

Pain Penalties

► **Loyalties:** Spend 10 points ► **Affiliation:** Choose Unaffiliated (16 BP) or Changelings, Seekers of Enlightenment, UHF or Typhoon (12 BP)
► **Skills:** Spend 35 points, Specialties cost 1 point, Levels 9 and 10 cost 2 points ► **Powers:** Choose Strain and one associated power for Primary power.
Spend 6 points between Primary, Secondary and Tertiary powers. Gain one Augment at even Levels. ► **Bonus Points:** Spend 12 or 16 points on Gifts (Variable), Skill Levels (1 BP), Specialties (1 BP), Power Levels (3 BP), Augments (2 BP - Primary only), Loyalties (2 BP). Can gain up to 10 BP from Drawbacks.
► **Integrity:** Fortitude + 10 ► **Movement:** Normal - Athletics + Speed + 5, Running - (Normal) x1.5, Jump - (H) Athletics + Might + 4 ft, (V) Horizontal/2 ►
Initiative: Intuition + Speed ► **Carry/Lift:** 50 lbs. + 25 lbs per Might Level (Lift Double) ► **Strength Bonus:** Athletics + Might, ► **Juice** starts at 3

The year is 2015 and the world is getting its first taste of super-powered individuals making themselves known all around the globe. Danger and conspiracy lurk around every corner, be it from government agencies looking for the secret to these powers or other AMPs looking to battle in a show of supremacy.

AMP: Year One is an RPG that puts this first year under a microscope, presented as a timeline of events that escalate to a boiling point. Players become AMPs (people with Accelerated Mutant Potential), as is their birthright, but dealing with their power isn't always what it's cracked up to be.

Powered by the new DGS-Combo system, every roll of the die is packed with excitement. Players can create their own AMP and pick from over 50 unique powers or choose one of more than 30 pre-generated AMPs to jump right into the action.



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**THIRD EYE
GAMES**